Club Nintendo

Volume 3 - 1991 Issue 6

SUPER MARIO BROS. 3
Mega Review and pull-out poster

A BOY AND HIS BLOB
Fabulous map and tips!

THE SIMPSONS
Festive greetings from Bart

GAME BOY
Portable power at Christmas!

PLUS

SUPER MARIO BROS. 3™

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Here you'll find a list of games that are currently available for your NINTENDO ENTERTAINMENT SYSTEM and GAME BOY

Action Series

- ❑ Air Wolf
- ❑ The Adventures of Bayou Billy
- ❑ Bad Dudes
- ❑ Boulder Dash
- ❑ Burai Fighter
- ❑ Captain Skyhawk
- ❑ Castlevania™
- ❑ Double Dragon
- ❑ Double Dragon II
- ❑ Gradius
- ❑ Gremlins 2
- ❑ Isolated Warrior
- ❑ Kabuki - Quantum Fighter
- ❑ Kung Fu™
- ❑ Life Force
- ❑ **Low G Man**
- ❑ Probotector
- ❑ **Power Blade**
- ❑ Rescue
- ❑ Robocop™
- ❑ **Rollergames**
- ❑ Rush 'N Attack™
- ❑ Silent Service
- ❑ Skate or Die
- ❑ **Ski or Die**
- ❑ Snake Rattle N' Roll
- ❑ Solar Jetman
- ❑ Stealth ATF
- ❑ Top Gun
- ❑ **Top Gun - The Second Mission**

Brain Series

- ❑ Dr. Mario
- ❑ **Kickle Cubicle**
- ❑ Tetris

Light Gun Series

- ❑ Duck Hunt™
- ❑ Gumshoe
- ❑ Hogan's Alley™
- ❑ To the Earth™
- ❑ Wild Gunman™

Sport Series

- ❑ Blades of Steel™
- ❑ Days of Thunder
- ❑ Double Dribble™
- ❑ **Goal**
- ❑ Golf
- ❑ Jack Nicklaus - Championship Golf
- ❑ Nintendo World Cup
- ❑ Punch-Out!!™
- ❑ Rad Racer™
- ❑ R.C. Pro Am™
- ❑ Super Off Road
- ❑ Super Spike V'Ball
- ❑ Tennis
- ❑ Track & Field II
- ❑ Turbo Racing
- ❑ World Championship Wrestling™
- ❑ **WWF WrestleMania**

Adventure Series

- ❑ Batman
- ❑ Battle of Olympus
- ❑ Bionic Commando™
- ❑ A Boy and His Blob
- ❑ **Defender of the Crown**
- ❑ Duck Tales™
- ❑ Faxanadu™
- ❑ Goonies II™
- ❑ IronSword
- ❑ Legend of Zelda™
- ❑ Mega Man™
- ❑ Mega Man 2™
- ❑ Metal Gear™
- ❑ Metroid™
- ❑ Rad Gravity
- ❑ Shadowgate
- ❑ Shadow Warriors
- ❑ Simon's Quest
- ❑ **The Simpsons**
- ❑ Solstice
- ❑ Super Mario Bros.™
- ❑ Super Mario Bros. 2™
- ❑ **Super Mario Bros. 3™**
- ❑ Teenage Mutant Hero Turtles
- ❑ Wizards & Warriors
- ❑ Wrath of the Black Manta
- ❑ Zelda II - The Adventure of Link

Arcade Series

- ❑ Bubble Bobble™
- ❑ Donkey Kong Classics™
- ❑ Gauntlet II
- ❑ Paperboy™
- ❑ Pinbot™
- ❑ Popeye™

Programmable Series

- ❑ Excitebike™

Coming Soon

Blue Shadow
Dragon's Lair
Maniac Mansion
Mission Impossible
North & South
Rescue Rangers
Star Wars
Swords & Serpents
Teenage Mutant Hero Turtles II

Game Boy

- ❑ Alleyway™
- ❑ The Amazing Spiderman
- ❑ Balloon Kid™
- ❑ Batman
- ❑ **Boulder Dash**
- ❑ **Boxxle**
- ❑ Bugs Bunny
- ❑ Burai Fighter Deluxe
- ❑ **Castlevania**
- ❑ Chase HQ
- ❑ The Chessmaster
- ❑ **Dynablaster**
- ❑ Double Dragon
- ❑ Dr. Mario
- ❑ Duck Tales™
- ❑ F-1 Race
- ❑ Gargoyles Quest
- ❑ **Gremlins 2**
- ❑ Golf
- ❑ Hyper Lode Runner
- ❑ King of the Zoo
- ❑ Kwirk™
- ❑ **Kung Fu Master**
- ❑ Motocross Maniacs
- ❑ Nintendo World Cup
- ❑ **Paperboy**
- ❑ Pinball Revenge of the Gator
- ❑ **Princess Blobette**
- ❑ Qix™
- ❑ R-Type
- ❑ Radar Mission
- ❑ Robocop
- ❑ Side Pocket
- ❑ Solar Striker™
- ❑ Super Mario Land™
- ❑ Teenage Mutant Hero Turtles
- ❑ Tennis™
- ❑ Wizards & Warriors

Coming Soon

Bubble Ghost
Fortified Zones
Ghostbusters 2
Mercenary Force
Navy Seals
Nemisis
Othello
Princess Blobette
The Simpsons
Skate or Die
Sneaky Snakes
Super RC Pro-Am

Super Mario Says

Boy, have I got news for you! To celebrate Christmas, and the launch of my new game, we've included an amazing colour poster of "**Super Mario Bros 3**"! We're all there - myself, Luigi, and even a few of the bad guys! Not only that, but there is also a mind-blowing map on the reverse side of one of our current favourites, "**A Boy and His Blob**"! I bet that's the first Christmas present that you've had this year!

Nintendo's festive line up this year really is second-to-none. Topping the list is the spectacular "**Super Mario Bros 3**", which features yours truly, and is granted a four page review in this very issue. There's also the lowdown on The Simpsons game, a real intense feature on "**WWF - Wrestlemania Challenge**", and a fast moving review of Konami's latest hit, "**Rollergames**". And that's not all - we also have reviews of "**Top Gun - the Second Mission**", "**Power Blade**", "**Kickle Cubicle**", "**Low G Man**" and "**Ski or Die**"! There's certainly a lot to choose from for your Christmas presents!

The hits keep on coming for the Game Boy™ too. A great conversion of "**Gremlins 2**" is our main feature in this issue, but also check out "**The Castlevania Adventure**", "**Paperboy**", "**Boxxle**", "**Kung Fu Master**" and "**Dynablaster**" - they are all real Christmas treats!

Do you think you can handle any more good news? I hope so, because we've got some simply outstanding games, most notably a video game conversion of the sci-fi movie classic, "**Star Wars**"! All of the main characters are included, and the gripping atmosphere of the film has been re-created brilliantly! For more information on this and a whole host of other future hits check out our Sneak Peeks section.

We won't see you again until after the jolly season, so, everybody at Club Nintendo - Luigi, the Editor and, of course, myself - wishes you a Happy Christmas, and a fun-filled New Year!

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Four Page Pull-out Section

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President: Super Mario. Editor: Mark Smith. Staff Writer: Hayden Jones. Photography: Dennis Hemmings. Art: Catalyst Publishing. Nintendo Co., Ltd. Typesetting: Catalyst Publishing England. Editorial Office: Club Nintendo, PO Box 104, Fareham Hants, PO16 8UR England.

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POWER BLADE™

...Nova, report to headquarters immediately, we're on red alert. Aliens have infiltrated New Earth's master control computer which regulates Earth's peaceful existence.They are attempting to destroy the central program which will allow them to gain supreme power over New Earth. Everyone and everything is at stake... Repeat, this is a red alert...

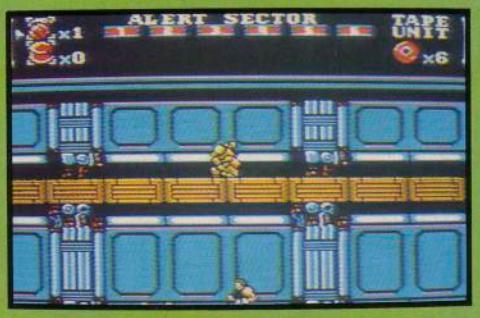
CRISIS ON NEW EARTH

The year is 2191, and the blissful existence of New Earth has been shattered. The master control computer has been invaded by alien armies hell bent on bringing the earth to its knees, and assuming supreme control.

The New Earth World government, with their backs against the wall, decide that force is the only hope. They summon Nova, code-name Power Blade, to penetrate the central computer and clear the system of the marauding aliens.

As a crack Commando and computer specialist, Power Blade has the strength and knowledge to regain control of the computer.

POWER-UP WITH POWER BLADE!



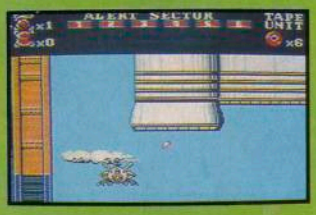
As Nova: Agent Power Blade, you must battle your way through each level, using your lethal weapon to disperse the aliens from your path. First rendezvous with your sector contact, who will issue you with an ID pass, which will then allow you access to the security room at the end of each level.

Throughout each level, you will find power suits and energy tanks. The suits will offer limited protection as well as the highly destructive 'Power Blade'. You are also able to collect weapon upgrades, such as multi-boomerangs and grenades, along with energy replenishing burgers!

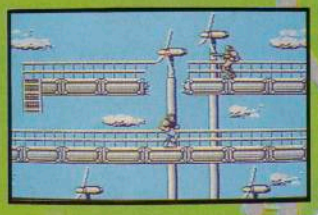
When you reach the Database, you will gain access using your ID card, and you will be confronted by the Sector guardian. When you have defeated this guardian, you will have disarmed that sector, and you will gain one tape unit. Don't forget you need all six before you can enter the control centre!

"Power Blade" offers one mean challenge, with several exciting and thought-invoking sections. Check out our exclusive tips below to help you get started!

MISSION DOCUMENTS

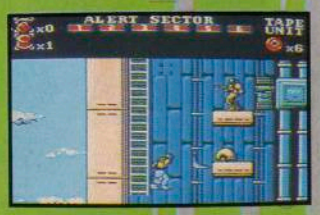


SECTOR 1 LOCATION: Rocket centre.
Contact agent: John Gordon
Sector Guardian: Silver Knight
Procedure: Avoid Knight's fire... Run under Knight when thrusting.. Pelt with boomerangs.



SECTOR 2 LOCATION: Power Plant
Contact Agent: Robert Williams
Sector Guardian: Dragon wheel
Procedure: When dragon transforms, run to other side of room, avoid fire, and counter attack.

SECTOR 3 LOCATION: Biological research centre
Contact Agent: David Straker
Sector Guardian: The Hive
Procedure: Stand under bee producing section, and destroy bees as they exit. Toss boomerangs into the open section to stop bees coming out.



SECTOR 4 LOCATION: Silo Construction Site
Contact Agent: Lynda Baker
Sector Guardian: Lightning Knight
Procedure: Find safe spot just left of centre, and pelt knight as he moves across screen.

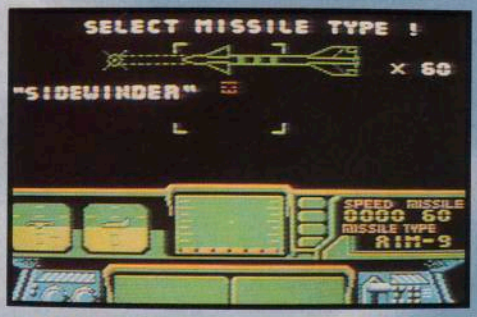
SECTOR 5 LOCATION: Shipyard
Contact Agent: Martin Douglas
Sector Guardian: The great Magician
Procedure: Be quick, avoid Magician's fireball attack. He is only vulnerable when firing his magic.

SECTOR 6 LOCATION: The City
Contact Agent: Daniel Leeds
Sector Guardian: Skelebot
Procedure: Avoid Skelebot as he stalks the room, use block to gain height and throw the boomerangs at his shoulders.

TOP GUN™
THE SECOND MISSION

You've earned your title now keep it

Heads up, Top Gun pilots. Once more, the world is on the brink of Armageddon, and it's up to you and your F-14 to prevent the annihilation of all mankind!



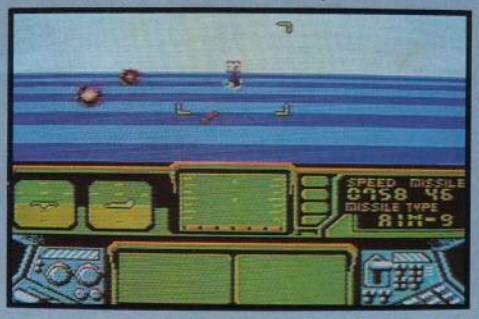
Piloting the F-14

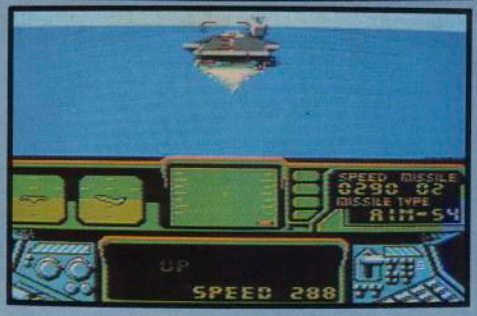
As in the original "Top Gun", your fighter plane can carry a certain amount of missiles. There's a selection to choose from, the more powerful the missile, the less you can have. Choose wisely, since a bad decision even here could cost you dearly later!

Two spectacular manoeuvres - rolling the dice and looping the loop - could help you get out of tricky situations. Master these, and you should be able to avoid even the most persistent enemy bombers! Keep an eye on your radar too in case you are attacked from behind - you can also detect all enemy planes within the vicinity.

Mission one

The first stage of your mission is to find and destroy a new, advanced bomber, recently deployed by the enemy. This prototype is carrying cruise missiles, and really packs a punch. Ensure you destroy ALL the nuclear subs en route, seriously damaging the enemies capabilities.





Mission two

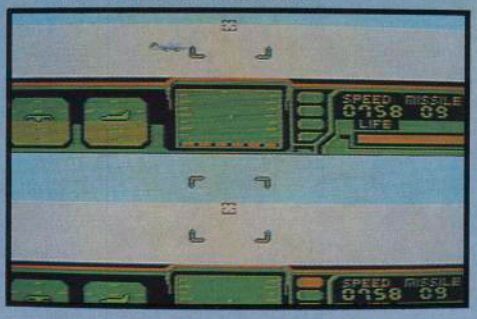
Stage two requires you to locate and dispose of the 'Hind Alpha' helicopter, which is highly valued by the enemy. Make your way over the forest, which is abundant with enemy tanks armed with stinger missiles.

Mission three

The weathers closing in now, and the pressures really on. Navigate your way through a lightning storm, whilst avoiding the laser beams generated by the killer satellites. Then prepare for the ultimate airborne battle with the oppositions 'Star Wars' shuttle!

Mission four

Back to HQ for afternoon tea.



Split screen battles

For an adrenalin pumping battle of wits and skill, check out the second game of "Top Gun - The Second Mission" where you pit you piloting abilities against either the NES or a friend. All you need to do is blow your opponent out of the sky - if only they would stay still long enough for you to lock on a missile! This is best played with players of equal skill, which makes for a longer and more competitive contest!

Top Gun Tips

You may not always have enough time to avoid incoming missiles - keep your nerve and shoot instead.

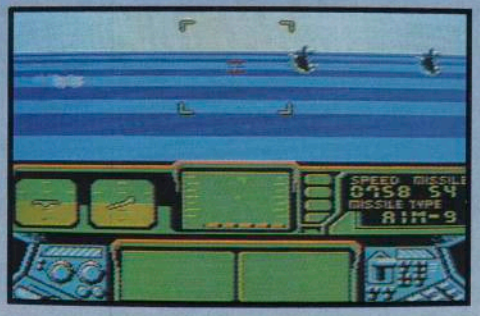
Preserve missiles for the stronger enemies.

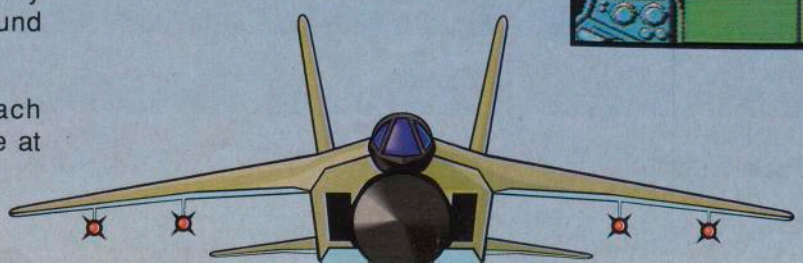
Don't take any prisoners - if enemy bombers fly over you, turn around and blast them!

Understand your cockpit - each instrument could prove invaluable at some point during the mission.

When dog-fighting, roll to the left as soon as the warning ends.

To take Black Jack out on the first mission, aim missiles at its engines - beware of its return fire though!





Low G Man

Basic Training

Yep! You got the job, and although the fiscal reward isn't all that good, there's plenty of action awaiting you.

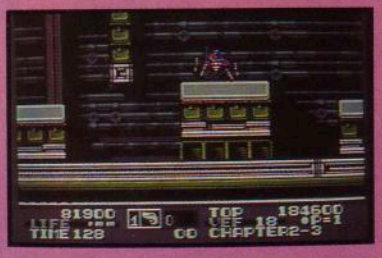
Low G Man is a warrior in the truest sense of the word, and he will stop at nothing to win through.

When he sets out, Low G Man is armed with an electro-magnetic disruptor pistol (EMDP) , and the deadly armour-piercing spear. You can freeze your enemies with the EMDP and then spear them, to destroy them. Collecting items deposited by your enemies will power-up your weapons and your Low-Gravity backpack. You can also collect some of the weapons from your enemies, as well as energy giving medicine and life-ups.

Situation Vacant

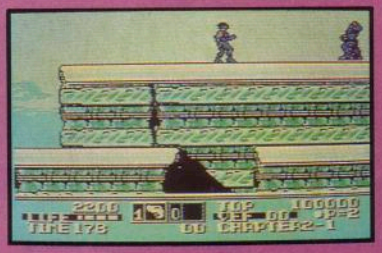
WANTED: Intergalactic hero for immediate start on reinstating the sabotaged galactic colonisation programme.
No experience necessary, although a good knowledge and experience of anti-gravity methods would be advantageous. Ability to operate a vast range of weaponry is preferred, although full training will be given.
Long antisocial hours are compensated by the opportunity to travel extensively, throughout the cosmos.
(Mercenary Council wage scale applies).

Apply in person via Tele-view network to:
Chief Secretary
Galactic Colonisation Programme
World Council



High Flying, Low Gravity Action...

It's time to earn your wage and prove to your new employers that they made the right choice! This sci-fi thriller is set out over a number of chapters, taking you through futuristic cities, frozen wastelands and dimly lit caves, all containing untold numbers of alien ambushes. Flying high, shooting low, swooping down and sneaking up, these guys sure have innovative means of attack!



With so many maze-like stages, you would have thought that the aliens wouldn't bother you with end of level bosses. No chance! There's some real tough cookies here - a chain swinging bulldozer, deep sea monsters, and even a gigantic mechanical mutation that spans 3 screens. Hey, the money may not be so great but success alone can be very rewarding!

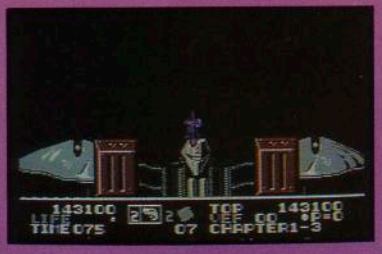
"Low G Man" will really keep even the hottest arcade players on their toes!

Upwardly Mobile

Some of your robot enemies control some ingenious vehicles, which you can commandeer for your own purposes. Just hop in!

WALKER VEHICLE - The Walker has unlimited firepower in the shape of a machine gun sweep.

HOVER VEHICLE - The Hover allows you mobility through the air, and possesses a useful ability to drop a barrage of bombs on all below you.



SPIDER VEHICLE - The spider is a weapon in itself, simply touch your enemies to destroy them, pretty wicked eh?

KICKLE CUBICLE

Kickin'up a storm

The Fantasy Kingdom used to be a pretty cool place to hang out. yet now an evil Wizard has taken it too far, and frozen the whole place solid! Only Kickle Cubicle survived the icy magic, so, with muffs covering his ears and an old eskimo jacket to protect him from the sub-zero winds, he sets off on a quest to thaw out his homeland!

Thawing out the fantasy kingdom

Four different lands make up the Fantasy Kingdom, with numerous puzzle screens making up each land. To progress from one screen to the next, Kickle must simply collect all of the Dreambags. This would be quite easy if it wasn't for the enemies, islands, traps and countless other obstacles facing our round-faced hero!

Just about every screen holds a few cold-hearted baddies, some of which Kickle can freeze and use as bridges, while others he'll just have to avoid. Kicking an ice-cube (the results of freezing a foe) into other enemies will wipe them from the screen, although the monster generator may soon be producing a few more! Some enemies, such as Max, will help Kickle, by for example, kicking ice blocks around for Kickle, but watch out for misguided shots!

At the end of each land, Kickle will battle with its larger-than-life guardian. The secret is to kick back anything that's thrown his way - much easier said than done!

The four lands of the fantasy kingdom

Garden Land

The puzzles here are quite simple, with the slow-moving, freezable Noggles your only 'threat'.

Cake Land

Hammers combined with a whole host of mad and bad minions make this anything but a piece of cake!

Fruit Land

Spikes and springs are introduced in the Fruit Land, so watch your back!

Toy Land

Playtime's over Kickle! It's time to get serious, and take on the last of the evil Wizard's group of obstacles!

Blowing away the blues

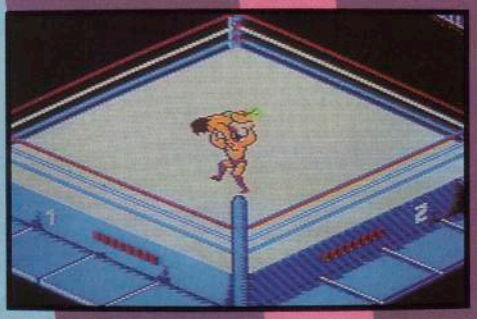
Kickle has a few special tricks up his sleeve that he can use to fight the Fantasy Kingdom's Aggressors.

2. Kickle can also build ice pillars, although only on certain sections of the screen - great for protecting him from bouncing objects!

1. Kickle can turn his foes into ice blocks using his icy breath, and then use them as bridges to cross open water.

3. Also, when Kickle has frozen his foe, he can use the ice block to knock out other enemies by kicking it at them!

WWF® WrestleMania



The roar of the crowd is deafening as you enter the arena, making your way through the masses towards the ring. Your opponent stares in an animal-like trance as you climb into the ring and acknowledge the cheers of the crowd. Your preparation for this has been intense, yet your foe facing you from his corner won't be a pushover. This is gonna be a battle of guts and determination, with no holds barred. Are you ready? Let's rumble!!

Wrestler Fact Files

Experience the ultimate in world wrestling, as you take on the megastars of the WWF. Each one of them is packed with power, skill and a desire to capture the ultimate wrestling prize! America's most popular and exciting sport is now at your fingertips in a colourful, action-packed NES version. Can you take on the baddest and the best, and survive to become the World Wrestling Federation Champion?

NAME: Ultimate Warrior
HEIGHT: 6'2"
WEIGHT: 275LBS
SPECIAL ATTACK: Warrior Wallop

The Warrior is angry! He will take on all comers with absolutely no second thoughts. He is strong, quick and extremely agile.

NAME: Brutus "The Barber" Beefcake
HEIGHT: 6'4"
WEIGHT: 271LBS
SPECIAL ATTACK: Sleeperhold

Brutus has an infamous reputation within the WWF as he is known to snip off his opponent's hair once he has rendered them unconscious!

NAME: Hacksaw Jim Duggan
HEIGHT: 6'4"
WEIGHT: 280LBS
SPECIAL ATTACK: Three Point Stance

Dogged determination and some rough and tough tactics have seen Hacksaw triumph over some of the most formidable of WWF's athletes. Never say die is the key to this guy's success.

NAME: Ravishing Rick Rude
HEIGHT: 6'3"
WEIGHT: 251LBS
SPECIAL ATTACK: The Rude Awakening

Ravishing Rick is one of the finest athletes within the WWF, with his near perfect physique, he is a definite star of the future.

NAME: Macho King Randy Savage
HEIGHT: 6'2"
WEIGHT: 245LBS
SPECIAL ATTACK: Atomic Elbow

This self proclaimed king of madness is enormously popular within the WWF. He is a rough and tough merchant, not to mention a 'savage'!

NAME: Big Boss Man
HEIGHT: 6'6"
WEIGHT: 357LBS
SPECIAL ATTACK: Boss Man Buster

The Big Boss Man is a purveyor of justice, punishing anyone who steps over the line of the law. He polices the WWF with awesome power.

Experience the intensity of the Hulkster!

The raw power of the Warrior!

Dropkick from the cornerpost!

A reverse squash from Andre!

NAME: Andre the Giant
HEIGHT: 7'4"
WEIGHT: 520LBS
SPECIAL ATTACK: Choke and Headbutt!

Gulp! What can you say about a man the size of Andre? His sheer bulk says it all! The largest wrestler in the WWF strikes terror into the hearts of his opponents merely by turning up... Just don't shake his hand!

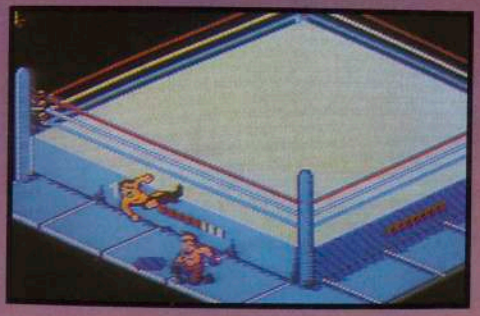
NAME: Yourself
HEIGHT: Big enough!
WEIGHT: Pretty hefty
SPECIAL ATTACK: Atomic kneedrop

The newest face on the WWF circuit. You are the novice who will dispel all the doubts cast about your ability. Not understanding the concept of fear, you're always prepared to get up, dust yourself off and try again.

NAME: Hulk Hogan
HEIGHT: 6'8"
WEIGHT: 303LBS
SPECIAL ATTACK: The Hulkster Splash.

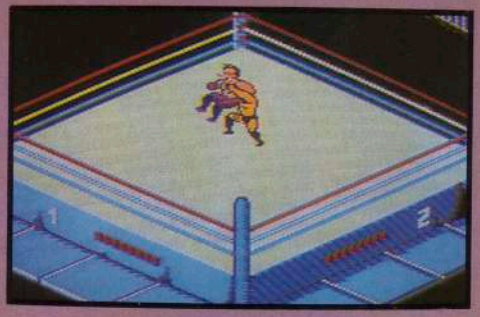
The Hulk is the WWF's greatest hero, and is always assured of emphatic support from his band of followers, the Hulkamaniacs, who cheer on their hero fanatically everytime he takes to the ring.

Rules of Wrestlemania



There's a distinct lack of rules in Wrestlemania - it literally is a no holds barred contest of strength and power! To win a single or tag team bout, you simply need to knock your opponent down and pin him for a count of three. The only problem here is that, unless their energy is particularly low, they tend to kick you off...

To win a survivor series bout, you need to eliminate all three of your opponents and still have some of your own team standing. Suffice to say, a lot of cheating outside of the ring takes place here...



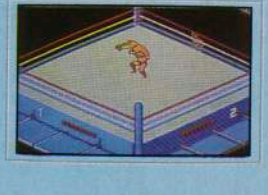
Two players in any combination (versus, on the same team, on both using a team of survivors) can take part, making for the most intense wrestling you're going to experience this side of the States!

Surviving the Wrestlemania Challenge

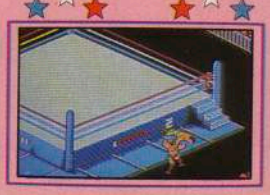
Take your places and hold onto your seats - the stars of WWF are about to entertain you! Thrill at their sheer power, wonder at their stamina and be overawed by their 'graceful' skills! Get ready to grab that controller and rumble with the roughest that the WWF has to offer! Never before has there been so much intensity and might in one video game - don't miss out!

Can you survive the Boss Man Buster?

A Rude Awakening!

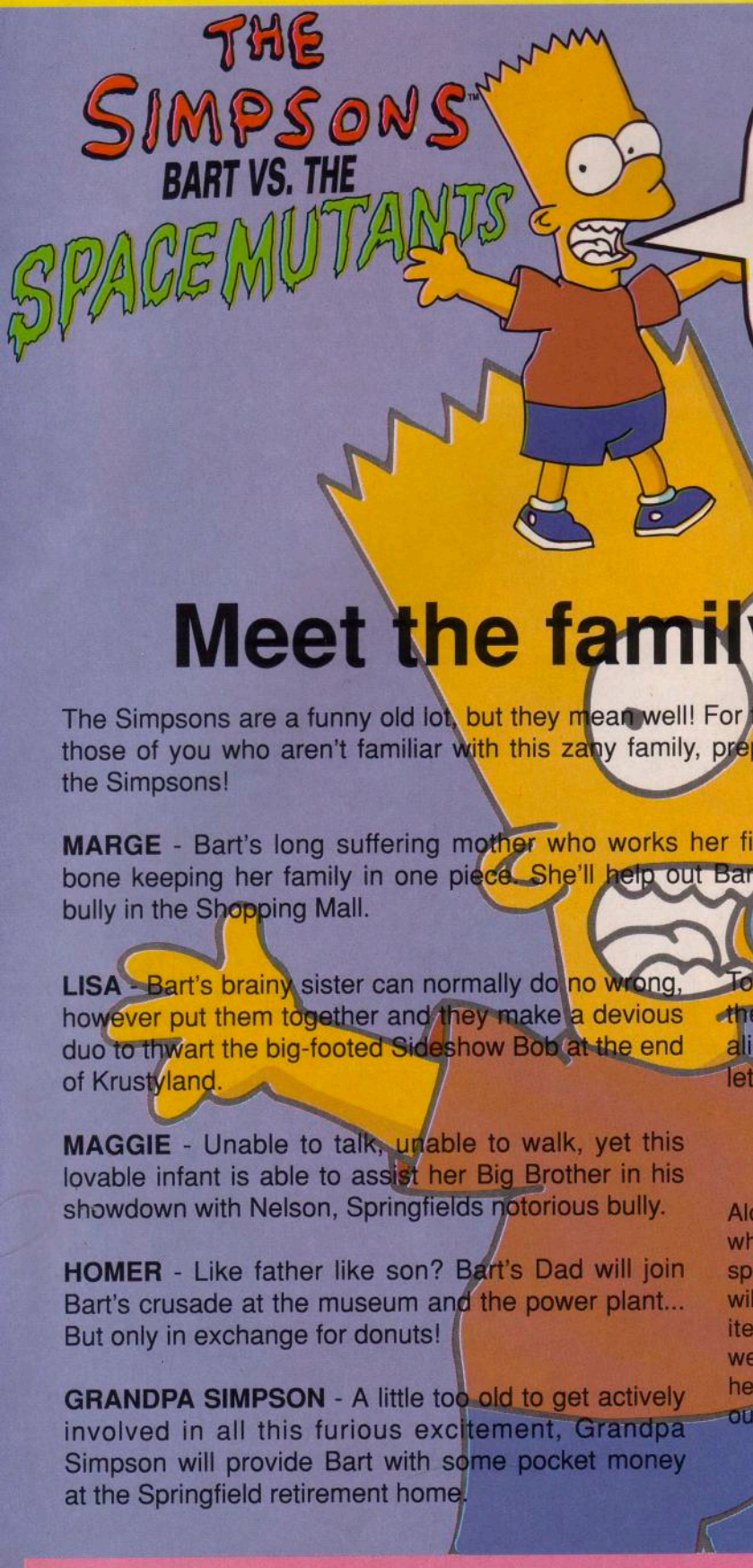


Nearly everyone can perform a Suplex!



Fighting outside the ring!

THE SIMPSONS™ BART VS. THE SPACEMUTANTS



Yo, Dudes, I like hate to ask, but I really could use your help. Y'see there's these gross aliens right, and, well they're in Springfield, and they've taken over the bodies of humans, and well they sorta wanna take over the world, kinda spooky, huh? And, as no one else will believe that they like, even exist, then its up to you and me to try to stop them, man!

Meet the family

The Simpsons are a funny old lot, but they mean well! For the benefit of those of you who aren't familiar with this zany family, prepare to meet the Simpsons!

MARGE - Bart's long suffering mother who works her fingers to the bone keeping her family in one piece. She'll help out Bart against the bully in the Shopping Mall.

LISA - Bart's brainy sister can normally do no wrong, however put them together and they make a devious duo to thwart the big-footed Sideshow Bob at the end of Krustyland.

MAGGIE - Unable to talk, unable to walk, yet this lovable infant is able to assist her Big Brother in his showdown with Nelson, Springfields notorious bully.

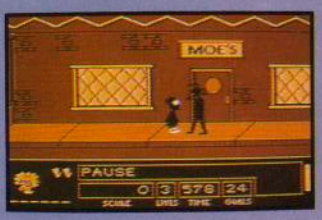
HOMER - Like father like son? Bart's Dad will join Bart's crusade at the museum and the power plant... But only in exchange for donuts!

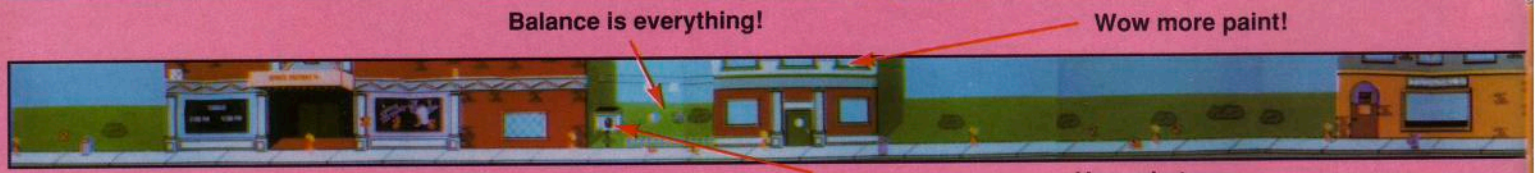
GRANDPA SIMPSON - A little too old to get actively involved in all this furious excitement, Grandpa Simpson will provide Bart with some pocket money at the Springfield retirement home.

To get Bart"s kin to assist him, you must spell out their name by collecting the proof left by defeated aliens, each piece of proof collected will give you one letter. Good eh?

"Bart's Pockets"

Along the way, Bart will be able to collect certain items which will help him to thwart the aliens. Use the X-ray specs to distinguish aliens from everyday folk. The coins will come in handy in the shops and at Krustyland. Other items will be available, but we're running out of space here, so you'll have to figure out the rest for yourself.





These bins look better in red man, and I can get some real height if I jump on them.

Get the suckers leaving the movies at 2.00 and 4.00.

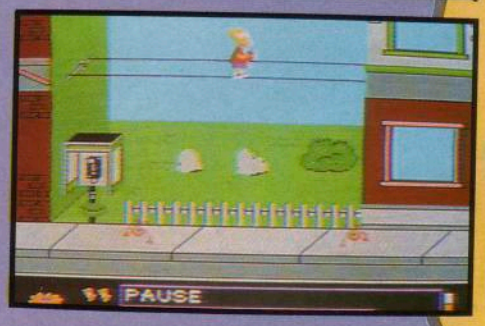
This spray-can is gonna make things a whole lot easier.

With just one coin, I could have a whole load of laughs here.

Hey, what radical bushes!

All I need here is a wrench from tool-world.

Madness and Aliens!!



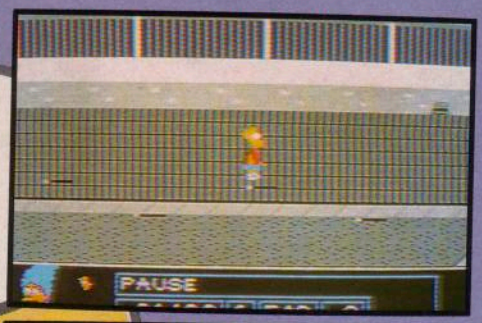
So, listen up dudes, these freaky aliens plan to collect ingredients to build a weapon which will help them take over our planet! I don't know about you, but I've got nothing else planned today, so I'm gonna get radical with them man!

LEVEL 1

Purple objects are what the aliens need, so I'm gonna use every method I can to stop them. Spray paint them, cover them, move them or even shoot them. If I buy things form the shop they may well come in handy, and, if I have any spare money I could always give Mo a ring...

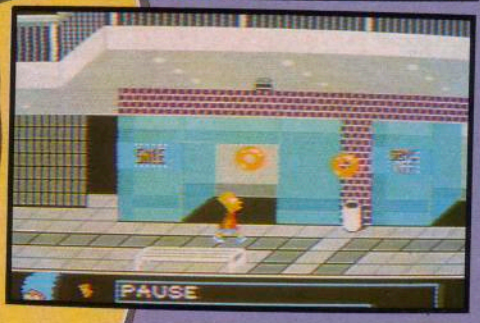
LEVEL 2

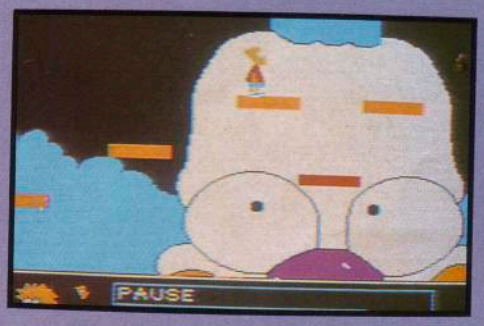
Oh man, I hate window shopping! The aliens are on the hunt for hats, and some pretty weird goings-on mean I'm gonna have my work cut out. Hey! I wish the candy platform I need to jump on was for real, although they say third time lucky - guess it's worth a try.

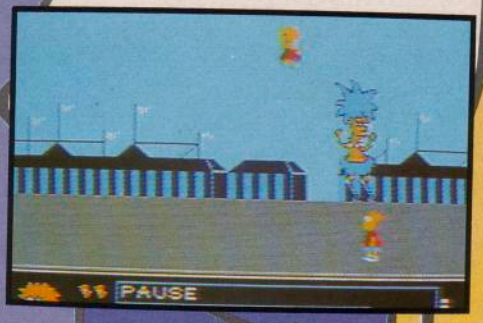


LEVEL 3 - KRUSTYLAND

Hey, this Krustyland place is really neat, man, I wish I had some more time here, but I must collect as many balloons as I can. Mind you if I use the magnet on the wheel of fortune, it's a dead cert that I'll win. And I'll have to ride the ferris wheel if I'm gonna get to the showdown with Sideshow Bob.





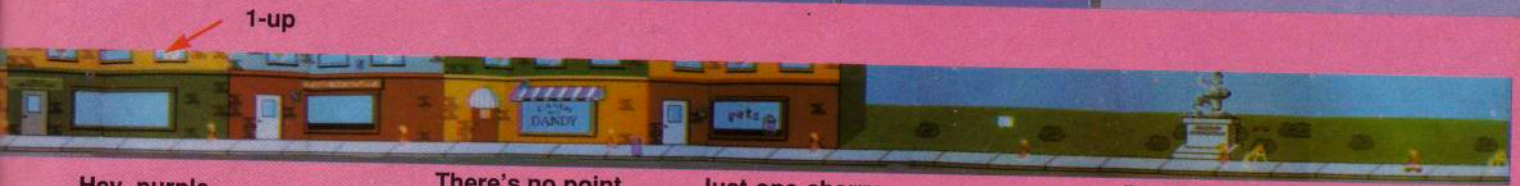


LEVEL 4 - THE MUSEUM

Arrgh, culture! There's some pretty far out stuff here, but I've got a job to do. I need to collect the EXIT signs from above the doors, but it ain't gonna be easy. I'll need to hitch a ride from some unfriendly crocs, and get some pretty ancient keys from the Egyptian chaps if I'm gonna get to see everything.

LEVEL 5 - THE POWER PLANT

Wow! Things are really hotting up man, and this place is awesome! The aliens could cause some real damage if this place blows, so I'll need to collect the Nuclear Power Rods and put them back in the Nuclear reactor pretty quickly!



Hey, purple clashes with the flowers!

There's no point crying over spilt paint!

Just one cherry-bomb will get things moving!

Don't keep off the grass.

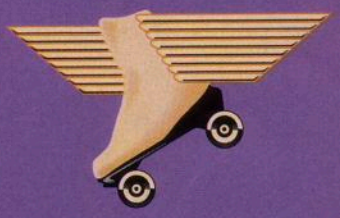
"Reports are coming through of the kidnap of Rollergames Supremo and Commissioner Emerson 'Skeeter' Banked. It is believed that V.I.P.E.R. the international terrorist organisation are behind the abduction. Short on finances, the group are thought to have infiltrated three of Rollergames most respected teams who have now been implicated in this investigation... More details in the next bulletin..."

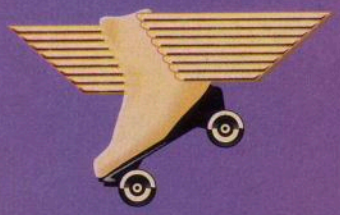
Introducing the teams

Three of the 'Elite Six' Rollergames teams have been infiltrated and corrupted and are known to be holding the Commissioner hostage. The only people capable of releasing him are the remaining three teams who must pit their rollerskating skills against their former sporting opponents.

The Thunderbirds

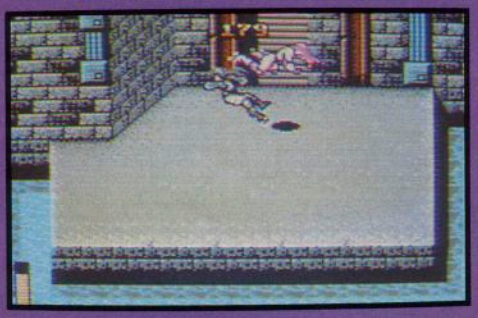
The Thunderbirds are rather portly fellows. However they can really pack a punch and not many people can survive their Body-Slam attack.





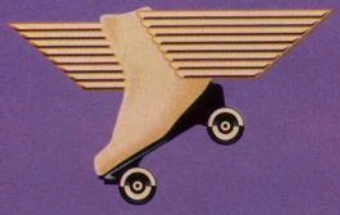
Hot Flash

Don't be deceived by the feminine appearance of this agile and viciously determined bunch!



Rockers

These flighty fellows are in no mood to be hindered and possess a rather unique double-staged kick.



Team Leaders

At the end of each stage you will need to take on a bunch of chop-happy chappies, but we're sure you can deal with this minor interference. However, when you reach the end of each area protected by your rival teams, you will come up against the team leader, who is determined to ensure you go no further!

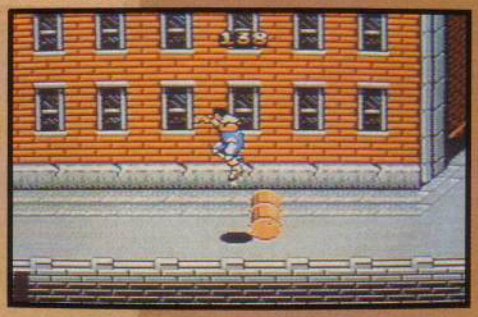
Lucy Ferball... is the rather Manic leader of the Bad attitude team. And hers is one of the baddest attitudes you'll ever come across! Just remember, she's at her most vulnerable when she's tired herself out.

Guru Drew... doesn't exactly welcome you with open arms - instead he tries to impale you with his razor sharp scythe! Timing is essential if you want to keep your head.

Skull Scraper... Hey, isn't this a little unfair? This guys got a big advantage as he sits upon his jet-ski! All you've got to do is knock him off, simple eh!

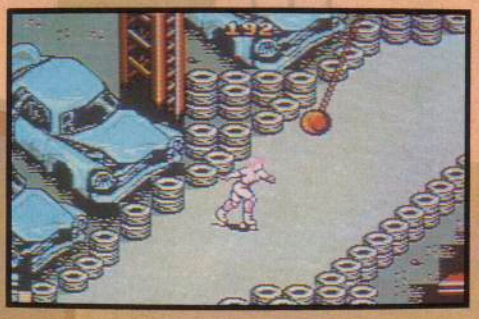
Up, over and through

Now some of these levels are wickedly hazardous, with all manner of obstacles designed to ruin your day. These include uncovered manholes, grenade throwers, oil slicks, mad dogs, roadworks and rolling barrels, but these are the least of your worries...

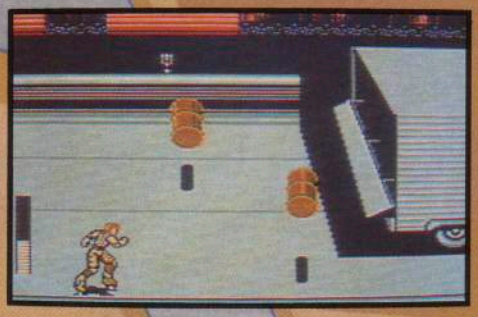


Level 1 - Watch those holes! You'll meet Lucy Ferball at the end of this level.

Level 2 - The night highway. Leap for your life!



Level 3 - Automobile processing plant. Watch out for Icky Bop Cranes and Guru Drew at the end!



Level 4 - The regional freeway. Look out for the Muck Truck!

Level 5 - The Jungle River. Things lurk in the bushes along the shores. Watch your step on the jetties to reach the showdown with Skull Scraper.

Level 6 - The V.I.P.E.R.S Pit. This final area is made up of four extremely testing areas. Conveyor belts, fire islands and spikes abound en route to the ultimate test - you versus V.I.P.E.R. himself!

SKI OR DIE™

Slipping and Sliding...

Don your skis, and get ready to hit the slopes for some high altitude fun and falls in this glacial action pak. You'll find yourself slipping and sliding toward success, through some breathtaking winter scenes, and neck breaking feats!

What is ahead of you is a test of spirit, daring and skill, as you tackle some of the trickier aspects of winter sports, although, admittedly from the comfort of your own armchair!

Your first stop is Rodney's Ski Shop, from there you had better Ski or Die!

Rodney's Ski Shop

Rodney is the ski slopes' resident dude, and as well as serving on many judging panels, he is also eager to serve you in his Ski Shop. When wishing to compete, simply ski into Rodney's, and place your cursor on the (SIGN IN) clipboard, enter your name, and you are now in elite company. Also within the shop resides the scoreboard, so if you wish to check on your progress, or lack of it, simply select hi-score with your cursor.

Total Techniques

Snowboard Half-pipe

To achieve escape velocity, snowboard on the sides of the tube, avoiding logs and sadistic rabbits during your descent. Use the lip to perform some snazzy and acrobatic tricks.

Downhill Blitz

Speed is the key here. Make short, sharp and decisive movements down the icy slopes. Find the easiest route down, which will allow you to finish the course quickly, while at the same time peppering your descent with tricks, such as the 360 degree helicopter spin and the equally impressive back-scratch!

Snowball Blast

Do battle with the local brats, who have ambushed you with snowballs. You must fight your way out of this icy corner by blasting everything you see (except the ski instructor!). Collect extra time and snowballs by grasping the shovel and stars.

Innertube Thrash

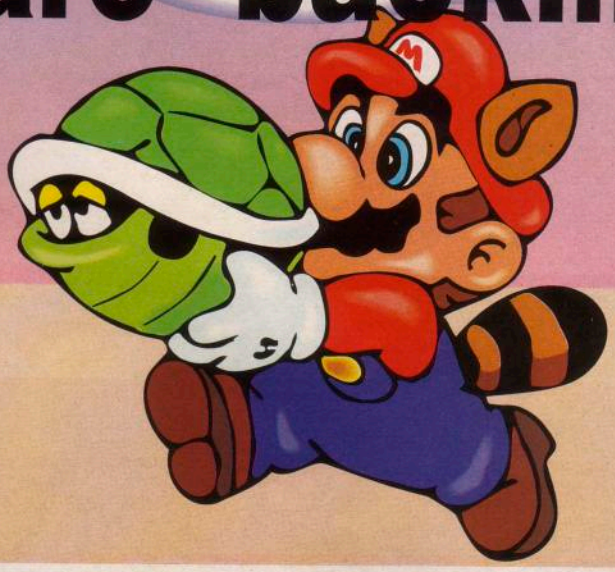
Hold on to your seats! Race your innertube down to victory, collecting all helpful objects, which will help you burst your opponent's bubble, but avoid those icy traps!

Acro Aerials

Pinpoint timing, and extreme bravery should stand you in good stead here. Attempt to woo the judges into awarding you that illusive perfect ten. Remember - speed of approach equals height!

SUPER MARIO BROS. 3

The Brothers are back!!!



They're bigger than The Beatles, more popular than Mickey Mouse, and they're only on our Nintendo Entertainment System™ ! You've got it - Mario and Luigi are back just in time for Christmas. But can you guess who is joining them for dinner?

Mayhem in the mushroom world!

"Hey- Mario here! It's great to be back on the NES, yet there's just one problem, or rather eight - not only is Bowser back too, but he's brought his seven evil kids with him! They've been allowed to run wild throughout the Mushroom World, stealing the magic wand from each of the seven countries and letting all of their pals into the once peaceful world. Looks like Luigi and I will have our work cut out here! Care to join us for an adventure of unequalled proportions? Let's go then!"

Mario's new powers!

"I've learnt a few new tricks since we last met. Check out that Tanooki costume!"

Normal Mario

Grab a mushroom to become Super Mario

A Super Leaf will make you turn into Racoon Mario, who can fly and swot baddies with his tail!

Tanooki Mario has the same powers as Racoon Mario, yet can also turn into a statue!

Great balls of fire - Mario's at his hottest fiery form!

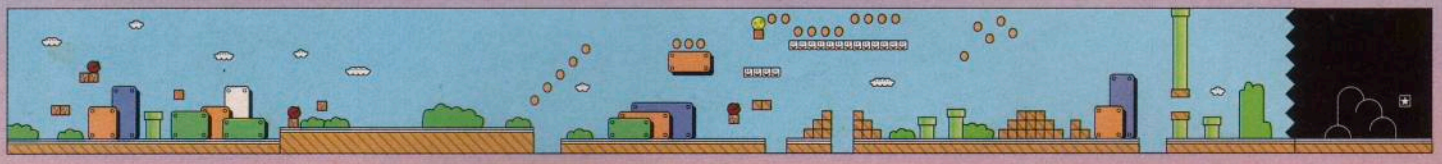
Use the frog suit to earn the Olympic swimming skills of frog Mario!

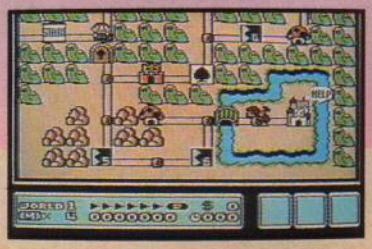
Beat the Hammer Bros. at their own game by changing to Hammer Mario! The shell is bullet proof, while the hammers knock out nearly every enemy!

THE MUSHROOM WORLD

Wow - here it is! Eight awesome 'worlds' await us, the first seven ruled by one of the kids, while the last sees their father in control. There's more tricks, traps and surprises in this game than we've ever seen before - not only will it test your reflexes, but your nerve too!

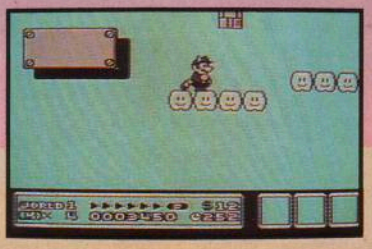
Each stage is presented as a map with a road linking each stage. You don't have to visit every stage - you can use connecting tunnels to avoid some - but you may miss out on certain items or extra lives if you take shortcuts!

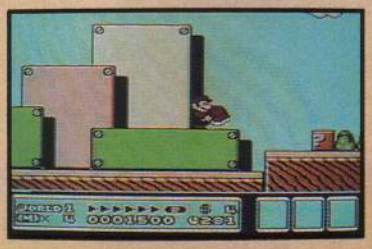




WORLD ONE - GRASS LAND

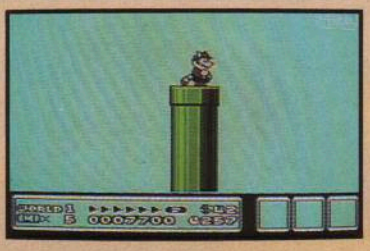
The first world introduces you to the new environment, and allows you to experiment with some of Mario's new powers. However, some of the enemies are a little mean, and will do whatever they can to catch Mario! Following are a few of the stages you will encounter - use our tips to help you get started!





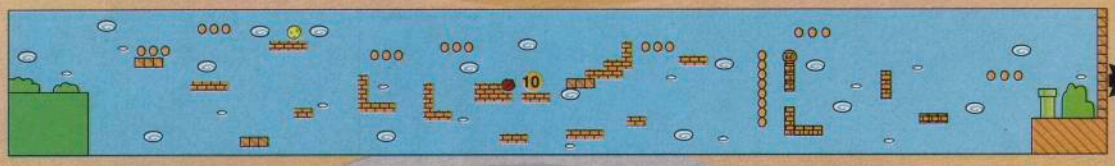
STAGE 1

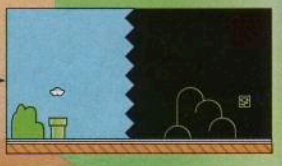
SECTION 1 - Grab the turtle, and kick it at the block to get a Super Leaf.

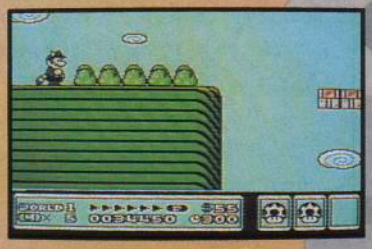


SECTION 2 - Fly up to the clouds for coins and an extra life!

SECTION 3 - Drop down the pipe for more bonuses!

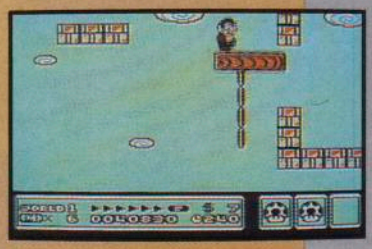




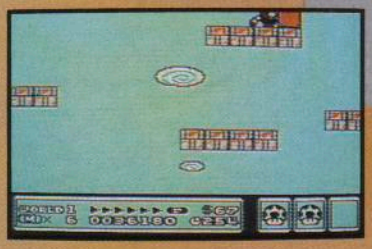


STAGE 4

SECTION 1 - It's an auto-scroll, which means that the action doesn't stop!



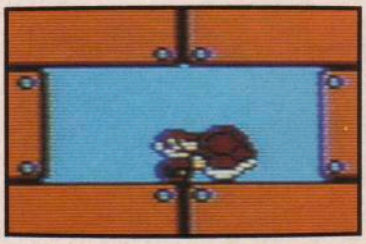
SECTION 2 - Grab the two extra lives!

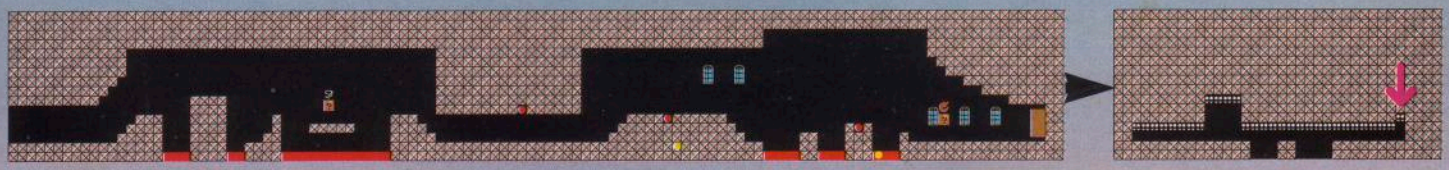


SECTION 3 - Jump on the falling ramp to grab these coins, but beware of dropping off the screen!

Mario's techniques

Mario is, as we all know, quite a versatile little character. He can pick up enemies and kick them away, leap on them and even use them as weapons. He can also run pretty fast - use the 'P' meter at the foot of the screen to see how fast you're going. If Mario is suited up in a flying kit, run at full speed and he will be able to take off! Another new technique allows Mario to slide down hills, knocking everything out of his way as he goes!

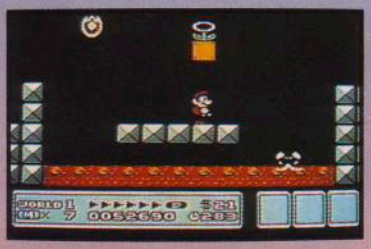


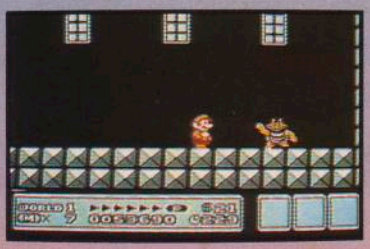


THE FORTRESS

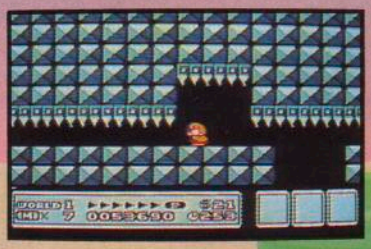
SECTION 1 - Grab the fire flower for extra shot power!

SECTION 2 - Beware of the falling ceiling! Stop at the gaps for a breather, and dash for the door as the roof rises!



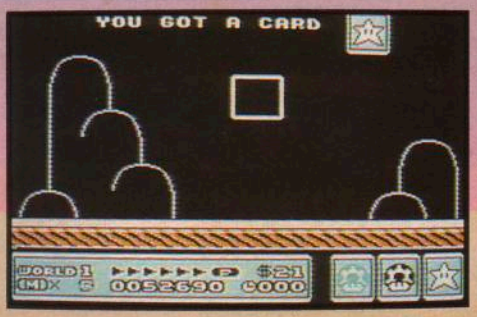


SECTION 3 - Stomp on Boom-boom three times to defeat him!



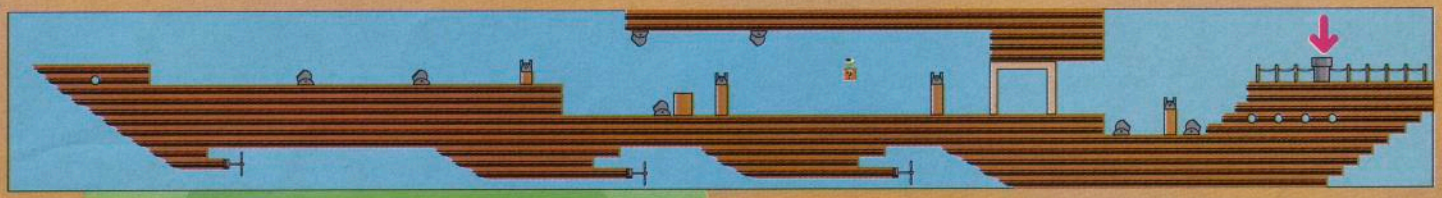
END LEVEL BONUSES

At the end of each stage, you'll be able to collect a card with a toad, flower or star on it. Once you have three you can trade them in for an extra life. However, if they are identical, you will earn more - two lives for 3 toad cards, three for 3 flower cards and a whopping FIVE for 3 stars!



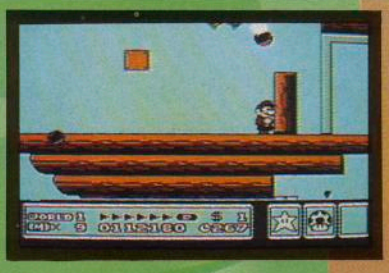
TOAD'S HOUSES

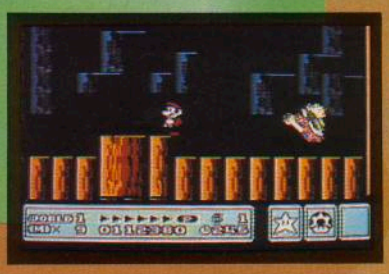
You will find Toad in all of the different worlds offering both extra powers and plenty of bonus lives. For those extra powers, visit the mushroom houses and choose your chest - the contents then become yours. Enter the house of spades and match the three different sections of the revolving picture to gain up to five extra lives!



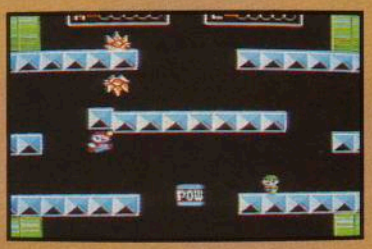
THE FLOATING PIRATE SHIP

Oh no! Not only have Bowser's kids stolen the kingdoms magic wands but they've also turned the kings into a variety of ugly monsters! It's up to Mario to climb onto their floating fortresses, avoid the cannon balls, and defeat his adversary so that he can get the magic wand, and turn the king back to normal! Good luck Mario.





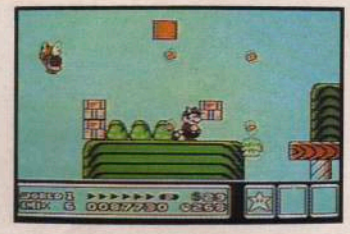
Hey! - Don't forget Luigi

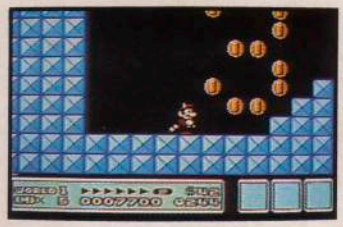


If two players are available to take on the dastardly Bowser family, one controls Mario and the other Luigi. Play is alternated between the two after one character completes a level or loses a life, or you can play an amazing version of the original Mario Bros game by entering the same square on the play map as your fellow player. You even get the chance to steal his power-up items - absolutely great fun!

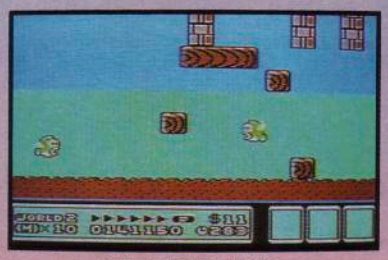
Power Items

Plenty of different items can be found in "Super Mario Bros. 3". Search high and low, knocking out every block and brick that you find to reveal valuable items. Some old favourites can be found, including the invincibility star and the 1-Up mushroom, while there are some new ones too, such as a stage skipping cloud, flying wings and block-breaking hammer, which are hidden in some strange places! And don't forget the coins - collect 100 for an extra life!

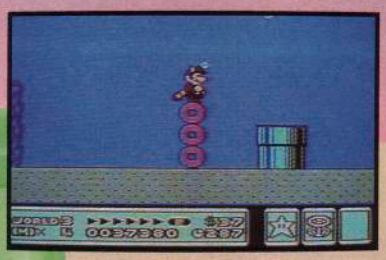




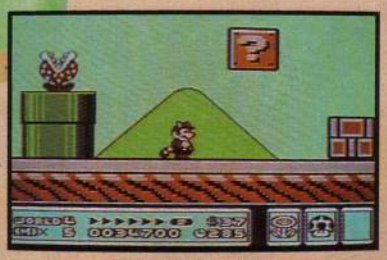
The other worlds...



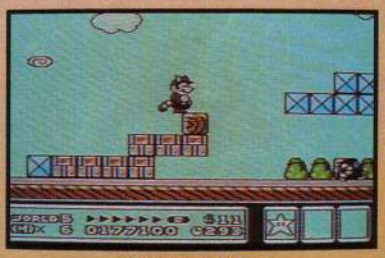
DESERT LAND



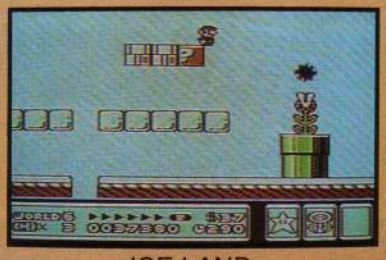
WATER LAND



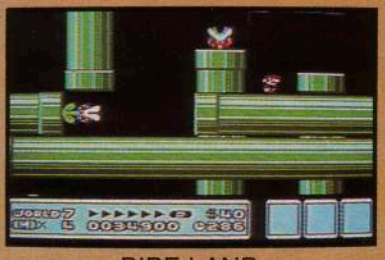
GIANT LAND



SKY LAND



ICE LAND



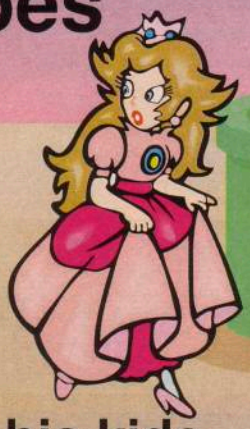
PIPE LAND

Friends and foes

PRINCESS - She offers extra powerful items when you complete a world.

TOAD - Visit toad to get useful help.

KING - He's been turned into a horrible monster, and only Mario can save him!



Bowser and his kids

Santa Claus won't be visiting these kids this year! They just love being mean - it's up to you to show them that the bad guys just don't win!

Wandering monsters

Each world has a number of different monsters wandering around the map. If you run into them, you'll have to do battle - should you win, you will earn an extra power!

Mario's last worlds

"Wow - what an adventure! We've faced some real toughies in the past, but this one is just unbelievable! There's some real surprises in store here, as well as non-stop action and exploits! We sure are proud to be part of the greatest video game ever created - make sure that you grab a piece of the action too!"

Player Profiles

NAME: CATHERINE MAUGHAN
COUNTRY: UK
AGE: 12
FAVOURITE GAMES: SMB 2 and Duck Tales™
ACCOMPLISHMENTS: Finishing Duck Tales™ (2 days!), SMB 1 and 2, Kid Icarus and Metroid.
HOBBIES: Playing the NES.
AMBITIONS: To complete TMHT and to own every NES game!

NAME: KEVIN HALILI
COUNTRY: AUSTRIA
AGE: 12
FAVOURITE GAMES: TMHT, Zelda 1 and 2, Blades of Steel, Super Off Road, SMB 2, Tetris.
ACCOMPLISHMENTS: Finishing Batman in 1 week and Zelda 1 with one life.
HOBBIES: Soccer, swimming and playing the NES.
AMBITIONS: to finish SMB.

NAME: TERENCE FERNANDEZ
COUNTRY: FRANCE
AGE: 8
FAVOURITE GAMES: SMB 2
ACCOMPLISHMENTS: Nearly finishing Zelda 1 and Rygar.
HOBBIES: Playing the NES and soccer.
AMBITION: To work for Nintendo.

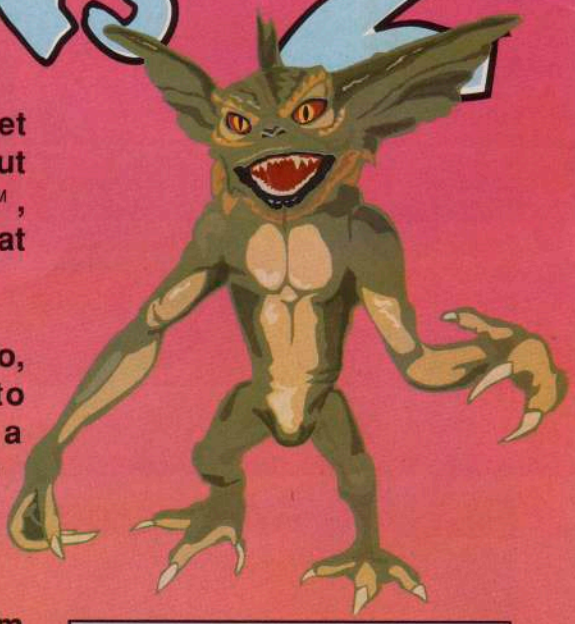
NAME: MARCO EDEL
COUNTRY: HOLLAND
AGE: 16
FAVOURITE GAMES: Double Dragon 2, Duck Tales™.
ACCOMPLISHMENTS: Finished 23 games! This includes Zelda 1 and 2, SMB 1 and 2, Life Force, Faxanadu...
HOBBIES: Playing badminton and ski-ing and playing the NES.
AMBITIONS: To become a hotel manager or managing director of Nintendo!

NAME: MARCO TURRI
COUNTRY: ITALY
AGE: 7
FAVOURITE GAMES: Duck Tales™, Double Dragon 2, Wizards and Warriors, SMB.
ACCOMPLISHMENTS: Finished Duck Tales™ in 3 days.
HOBBIES: Playing the NES and reading.
AMBITIONS: To become an inventor and a soccer player.

NAME: Ruben Higuero Tapin
AGE: 14
COUNTRY: Spain
FAVOURITE GAMES: Zelda 2, Tetris, SMB, Double Dragon 2
ACCOMPLISHMENTS: Finished Zelda 2 in 5 days, scored 125 lines on Tetris
HOBBIES: Playing Nintendo, reading and eating sweets!
AMBITIONS: To become a good vet

If you would like to see your name and photo in the world's greatest magazine, then put pen to paper and get writing! We need not only your name and age, but also your three favourite games, your two best scores (accomplishments). Your hobbies and your ambitions in life. Make it witty, make it funny but make it quick - the sooner we get your profile then the more chance of it getting printed (it needs to be good too, though!)

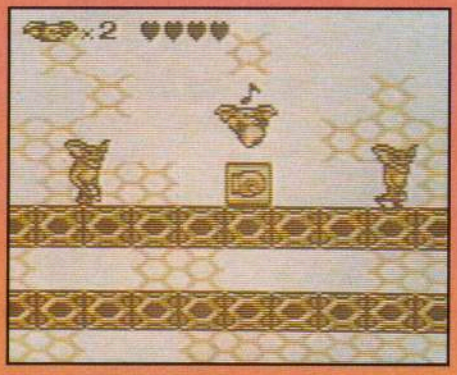
GREMLINS 2



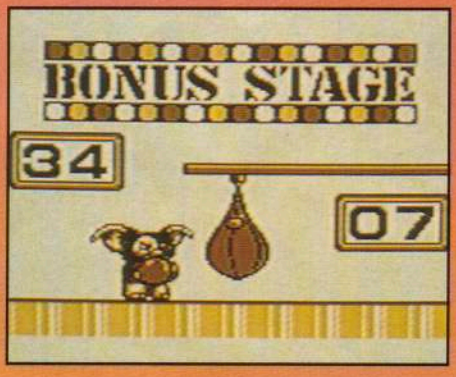
When it comes to looking cute, you can't beat Gizmo, yet when it comes to being evil, his gruesome relatives come out top every time! Now they've invaded the Game Boy™, bringing with them all of the nasty pranks and surprises that you associate with the marauding Mogwai!

There are a total of four dramatic stages that confront Gizmo, with a whole army of his mischievous race looking to ambush this lone crusader. Brandishing nothing more than a pencil, Gizmo has to battle his way through the maze-style offices of the Clamp Centre, beating off his attackers and putting to an end their barbaric plans once and for all!

The first stage of Gizmo's enthralling adventure pits him against some of the slower and clumsier Gremlins. However, a number of rather harmful traps are also littered around the beginning section, including some razor sharp spikes that could easily burst our hero's bubble!



A tomato-throwing Gremlin that dwarfs Gizmo appears next, (mind you, anything makes the hero of this game look small!). He really takes some beating, and Gizmo will need to call on all of his wits and agility if he is going to continue on!



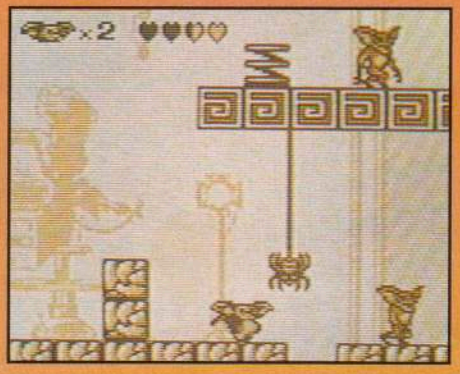
GIZMO'S GIZMOS!

PENCIL - Use this on any foes that get too close for comfort.

BOX - Get those Gremlins by running them over in the box!

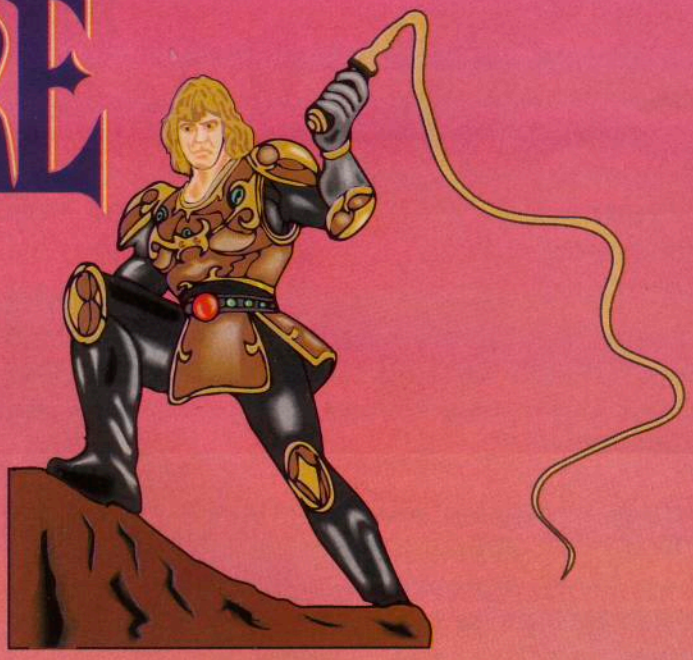
BOOM BOX - Bowl over your foes with the musical note found in the Boom Box.

GLOVE BOX - Leap on the glove box to knock out opponents on both sides!



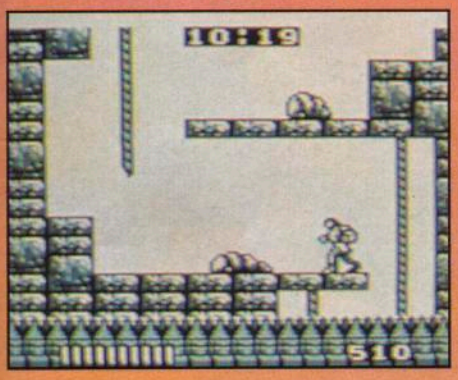
The second stage poses even more problems for Gizmo. First, he needs to negotiate a hazardous stack of blocks, followed by another tricky set of obstacles surrounded by dozens of spikes. Gizmo is certainly up against a tough set of challenges from here on in - have you got what it takes to guide him through?

The Castlevania Adventure



Enter the heart of darkness, a place of haunting nightmares and blood-curdling screams. Here, no man is safe from the endless swooping attacks of the vampire bats or the lunging assaults of the howling wolfs. The full moon alone strikes terror into every inhabitant of Transylvania. Yet now, a new hope has emerged in the shape of the bold adventurer, Simon Belmont, who has vowed to enter the house on the hills and defeat the leader of the ghoulish scavengers, the evil Count Dracula. Only then will the curse of Castlevania be vanquished...

This harrowing tale involves four ghostly levels that will leave the faint hearted gasping for breath! Simon must use his powerful whip to battle his spooky assailants, collecting any bonuses and energy boosters that may fall his way. Not only will the brave hero have to deal with ghastly Big Eyes, slimy hands that emerge from the ground and gruesome madmen, but he also has to avoid the raining fireballs, falling ceilings, bottomless pits and collapsing bridges! Sure beats any horror film that we've seen!



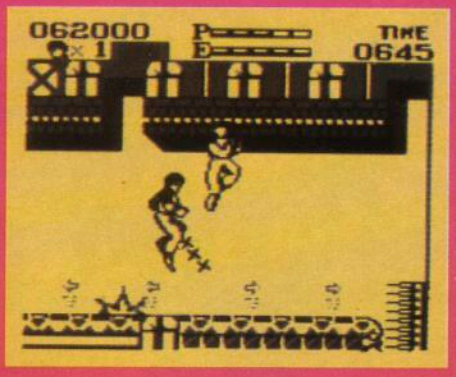
At the end of each stage you will face a rather hostile fellow who is keen only on Simon's demise. Should you foil their plans, and avoid the many death traps that precede them, then you will face the Count for a final showdown. And there will be only one victor there...

PAPERBOY

For the hottest arcade conversion you can't beat Nintendo. They've been offering many for some time on the NES, and now you can get them on the Game Boy™ too, the latest being the mega-hit, "Paperboy"!

The game is very similar to the NES version, offering superlative graphics, and fast paced gameplay. The basic idea is to deliver papers to your regular subscribers, while peddling frantically to avoid skateboarders, cars and a number of other dangers. Workmen, remote control cars, dustbins, kids dancing in the streets and speeding motorbikes all threatened to put an end to this Paperboy's auspicious career, but I just about managed to deliver enough papers to keep my job for another day. Who knows, by tomorrow I may even have improved my aim enough to win back some of those subscribers - hopefully, I'll get that dog that knocked me off my bike too!

KUNG FU Master



The festive season has certainly brought a number of Christmas crackers with it, including this fantastic fighting Game Pak that will have Game Boy™ fans kicking and yelling their way about town!

"Kung Fu Master" owes a lot to the NES game, "Kung Fu", although the graphics and settings have been improved over the original classic. You'll be fighting in the city, dodging crates and bozos in a factory and even slugging it out on top of a speeding train! Plenty of different thugs stand between you and success, ranging from normal ruffians to whip-thrashing villains and karate experts. The end of level criminals sure pack a mean punch too - there's a man brandishing a stick, and also a mercenary taking pot-shots at you with exploding bombs! "Kung Fu Master" offers non-stop action and excitement with some pretty sharp moves too - a real thriller!

BOXXLE

Puzzle fans looking for more baffling problems should check out the latest Game Pak that's threatening the sanity of the Club Nintendo staff. It goes by the name of "Boxxle", and you can bet your bottom ECU (sign of the times!) that it will have you tearing your hair out in no time!

Stacking boxes in a factory may not sound too much fun or that entertaining, yet it actually turns out to be both. For every box there's a designated space, and it's your job to fill those spaces. It starts off with just a few simple levels, but it soon gets to be very challenging especially when the screen is an intricate maze of blocks and boxes! Move them around carefully, for too many wrong moves and you'll end up starting all over again!

Fans of "Kwirk" and other such games will really enjoy "Boxxle". And just to prolong the fun, check out the designer - it's simple to use and great to play!

DYNABLASTER™

Prepare to rock and roll with the explosive "Dynablaster" and save your people from life behind alien bars!

There are eight different lands scattered about the alien world, each one with a number of different levels. Each land is based on a certain theme, throwing at you respective obstacles such as a fearsome water current in the sea land and slippery paths in the ice world. The idea is to defeat all of the enemies on each level using your bombs to reach the next challenge. You are also able to destroy the blocks, which may hold certain treasures - be careful that you don't get caught in the explosions, though!

Different power-ups are available to increase your fire-power, lives and number of bombs you can place at one time, When you complete one land, and rescue your fellow people, you are also offered a new power up.

"Dynablaster" is absolutely crammed with different options. Not only is there the main game, but also a 'versus' for two players, and also a close up version of the main game! Great fun and superb value!

GAME BOY™

Yo man - Bart's due an appearance on the Game Boy™, and you can be sure that there is going to be some serious action going down here! The early preview versions that we've caught a glimpse of look really promising - the whole family look real good on the portable power of the Game Boy™ ! Check out our review in the next issue for the full lowdown!

One of our favourite games of this year was "Snake Rattle and Roll", and now it's making it's way to the Game Boy™ under the name of "Sneaky Snakes". The view has changed a little, but the game is just as exciting as the original! Another conversion soon to be released is Boulderdash, which, again, features a similar style of gameplay as the brilliant NES Game Pak.

The first Game Boy™ release from Jaleco is "Fortified Zone". It's like a contemporary version of "Gauntlet II", where, as a secret agent, you have to search the maze like areas of an enemy fortress and bring it to it's knees before getting out (preferably alive!). A whole variety of Military personnel and vehicles stand in your way, but, with the help of a few powerful weapons such as flamethrowers and 3-way guns, you should be able to even up the odds!

We have also been lucky enough to see a near finished version of "Princess Blobbette", which, of course, is the Game Boy™ version of the NES hit, "A Boy and his Blob". It's a whole new game in itself, offering new challenges and some great new jellybean powers, including a monkey wrench and a block of ice. The game poses a number of problems, requiring some real death-defying stunts if you are to avoid them!

Up for release early next year is "Samurai Adventure", being quite a unique action game where you select four characters who have to battle their way through ancient Nippon. The place has been over-run by a gang of monsters, and it's up to your skilled team of characters to rid the land of them once and for all. Great stuff!

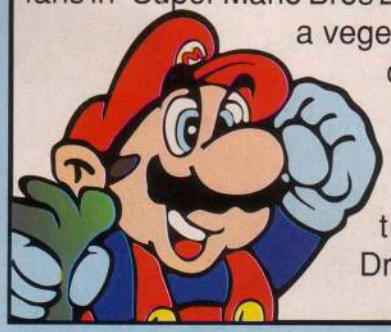
Finally "Bubble Ghost", a rather novel new game, will appear in the new year. The idea is to blow a bubble around a maze of rooms, each one full of sharp objects that could soon see the end of your adventure! Not only is it challenging, but it looks good too!

Tips & Tricks

There are plenty of powerful superheroes starring in exciting adventures on both the Game Boy™ and the NES, yet even these champions of justice need a helping hand sometimes! Check out these Christmas tips to make sure your favourite superhero ends his adversary's reign of terror! Some of these you may have missed in past issues, others are new to Club Nintendo pages.

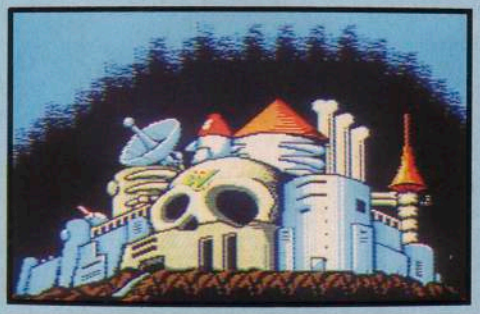
SUPER MARIO BROS 2

Wart seems to still be posing problems for Mario fans in "Super Mario Bros 2." To defeat him, grab a vegetable, and, just as he opens his mouth, throw it in. Repeat this six times, and you will have ended the threat to the World of Dreams!



MEGA MAN 2

It transpires that Dr Wily is really an alien, and an ugly one at that! To defeat him, Mega Man needs to use his bubble power. Jump towards Wily when he swoops down, and pump as many bubbles into him as possible. You will need to keep moving around the screen so that you can avoid his shots, but be prepared to hit him when he is within reach. Good luck!



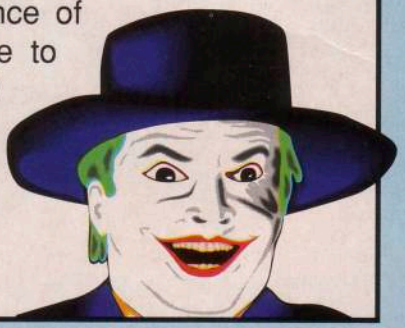
ROBOCOP

It was a year ago that we revealed how to deal with the terrorist in the mayor's office, but it seems that many new readers are experiencing similar problems. So, just for all of you new Robocop fans...

To defeat the gunman, wait until the mayor flashes - this means he is about to duck, and the terrorist is about to shoot. That's your cue to fire, and as soon as you do, make sure you crouch down to avoid the oncoming bullets. Don't shoot too soon, otherwise you may hit the mayor! Once you have shot the gunman a few times, he will let go of the mayor and rush towards you. Wade in with your fists, for a stray bullet could hit the mayor. A few punches should put to an end the gunman's feeble efforts to destroy Robocop!

BATMAN

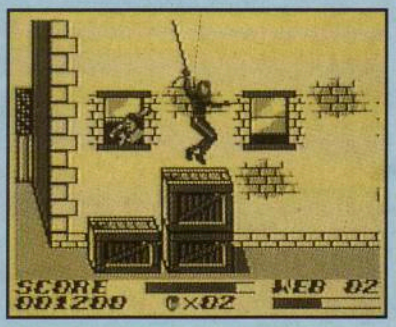
Batman's arch rival, the Joker, is to be found at the end of this frenetic game. To defeat the Clown Prince of Crime, stand as close to him as possible, and throw Batarangs into him. It may be worth waiting until he's fired once before moving in for the final duel.

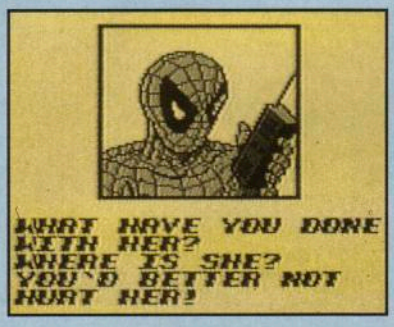


Tips & Tricks

SPIDERMAN (GAME BOY™)

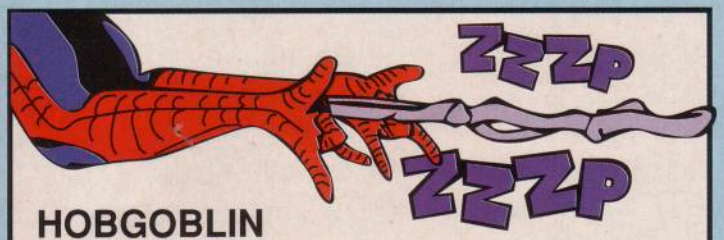
Not only have a gang of supervillains kidnapped Spidey's wife, but they are also making obscene phonecalls to the Parker residence. What's a guy supposed to do?!





MYSTERIO

This guy isn't really much of a threat. Avoid his smoke trail to start with (try staying in a corner), then quickly move in to attack when he materialises. Four hits should see to his delusions of victory!



HOBGOBLIN

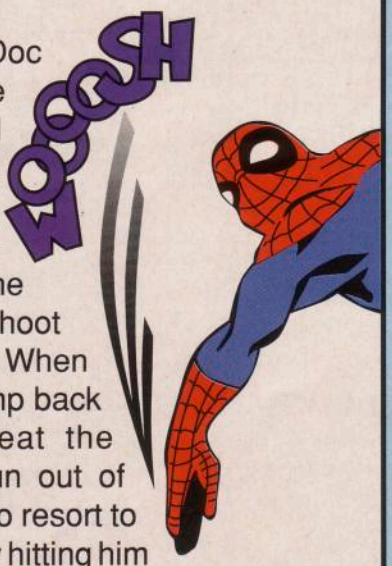
Stand on the top left platform, avoid his bombs, and let the Hobgoblin speed around the building. When he emerges, crouch down and kick him, and get ready to dodge his bombs again. Repeat the procedure until he's nothing more than pumpkin pie...

THE SCORPION

The sting in this villain's tail is very powerful, so stay away! The best way to defeat him is to attack him from a distance using your web-shooters. Keep moving around the screen after shooting Scorpion once, and get ready to leap out of the way just in case he falls your way.

DR OCTOPUS

When you get to Doc Ock, jump onto the higher platform and wait on the far right. When the eight-armed villain is beneath you, run to the left, drop down and shoot him with your webs. When he gets too near, jump back up again and repeat the procedure. If you run out of webs, you will need to resort to your fists and feet - try hitting him in the back and then running back to avoid his arms.



THE RHINO

If getting through Central Park wasn't bad enough, you then have to face the Rhino! Once you've mastered the following technique, though, he won't pose too many problems. Jump over him as he runs right, and, when he stops, turn around and hit him once. When he moves, jump over him, and punch him again when he stops on the left. The basic rule here is to take your time - there's no rush!

Readers' Tips & Tricks

We have been absolutely inundated with tips for the latest Game Boy™ releases, but the NES seems to have been left out! If you have any hints for either system's games, then you can share them with hundreds of thousands of other readers by sending them to :

Readers Tips , Club Nintendo, PO Box 104, Fareham, Hants PO16 8UR

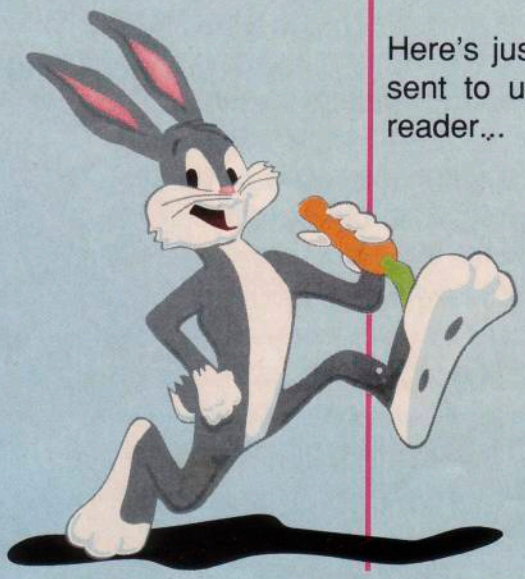
However, if the ghosts can't be busted, the turtles are terminated or Mario is being bashed by Bowser, then ring the Nintendo Hotline on 0329 822662! The Hotline is manned from 12 noon until 8pm every weekday, and also on Saturdays from 9am until 3pm.

CASTLEVANIA (NES)

Here's a bit of a classic tip. To defeat the enemies in the quickest and cleanest way, use the following weapons...

Level 1 - the Bat: Axe and Treble shot.
Level 2 - the Medusa: Clock, firewater or boomerang.
Level 3 - the Mummies: Whip and boomerang.
Level 4 - Frankenstein and Igor: Firewater and treble shot.
Level 5 - Grim Reaper: Boomerang and treble shot.
Level 6 - the Count: Whip and firewater.

Aurelien Cauchan
France



SNAKE RATTLE 'N ROLL (NES)

To keep on earning 5000 points on level 4, go to the scales, and move right to make a yellow anvil appear from above. As soon as it does, move back onto the scales. making the anvil fall on top of you. Instead of squashing you, it will give you 5000 points - and you can keep on doing it again and again!

Dimitri de Felice
France.

BUGS BUNNY CRAZY CASTLE (GAME BOY™)

Here's just a selection of codes sent to us by one enthusiastic reader...

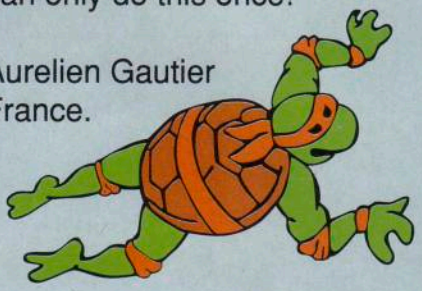
Stage 10 - WZFS
Stage 20 - ZTPZ
Stage 30 - WYCZ
Stage 40 - TXCZ
Stage 50 - ZTWX
Stage 60 - YTKX

Andreas Gasper
Austria

TMHT - FALL OF THE FOOT CLAN (GAME BOY™)

When you don't have any energy left, press Pause, Up, Up, Down, Down, Left, Right, Left, Right, B, A, Start. This will fill your energy up to the top, but beware - you can only do this once!

Aurelien Gautier
France.



SIDE POCKET (GAME BOY™)

To complete the first Trick Shot, press up four times so that the shot indicator is just above the 1st ball. Select follow up and then hit the cue ball at full strength!
L. Smith
UK

BATMAN (GAME BOY™)

In Batman you can find bonus items by shooting the little dark blocks. However, some of these items look impossible to reach. In these cases you just fire a few times under that item which will occasionally make additional blocks appear!

Hugo Elings
Holland

On the title screen of Batman, press diagonally up and right, and Start together. You will then switch to a sound test!

Florent Mary and Olivier Aubry.
France

Scores of Fun

BATMAN

JEAN-F VIGNERON	1 118 900
IVANO BARENGHI	1 018 300
CHARLOTTE BOISTEAU	277 100

BUBBLE BOBBLE

YANN-ERIC SIMONNET	2 115 510
MARTIN HUNDLINGER	1 936 000
MANFRED NOWOTNY	1 926 550
MARCO AGNELLI	1 786 880
CAROLINE + LAURA DE MAN	1516 830
PETER NOWOTNY	1 298 850
THOMAS STEINER	1 060 055

COBRA TRIANGLE

FRANCESCO SILVESTRI	1 009 500
RENE BRUNNADER	508 300

DOUBLE DRAGON II

CEDRIC BUISINE	146 380
MARIO KAPELLER	32 090
SANDRO KAPELLER	29 310

DUCK TALES

JOOST JELLEMA	15 132 000
DENNIS BOUTER	9 887 000
YVONNE ZACH	8 511 000

GOLF

UNAI CARMONA BORROLO	.18
EDUARDO BAEZA	.13

KUNG FU

JOCHEM VAN DE BERG	972 760
MARK YOUNG	710 260

PINBALL

ALBERT WEBER	1 220 330
MATTHIEU PEINTURAUD	1 039 640

PINBOT

F. J. GERRITSEN	56 256 140
HELMET AMMER	32 166 420
MARTIN BUNCE	13 587 670
CHRISTIAN SCHUTZ	13 182 040
PETER KEUNING	11 601 560

PROBOTECTOR

ANDREA ANTONELLI	3 276 300
JEFFREY D. M. MOLLE	1 017 900
GORKA LOPEZ DE TORRE	839 300
DAVID DE BOER	783 800

RC PRO-AM

ALESSANDRO VILLA	425 043
MARTIN BALL	186 016

SNAKE RATTLE N' ROLL

ROB BOUTER	62 307 710
YURI DE JAGER	999 150
SEBASTIEN PIHEN	992 300
WILKO KOHLMAYER	902 250
ARNAUD MARGUERITE	870 400

TETRIS

STEFAN GSOLLPOINTER	443 720
PIERRE DUGRET	376 133
GRANT OVENDEN	371 014
ROBERT POSSENBACHER	254 014
LUCA CAVAGNARO	145 562

TETRIS(GAME BOY)

BERNHARD KRENNINGER	312 529
HERBERT EISL	278 609
PETER MAYERHOFER	245 870
DAVE HACKETT	210 377

If it's real fame and acclaim that you are after then you need to win your way on to the Club Nintendo Scores of Fun page! To be fair, we can only print your name once in the list, but to stand the best chance, send in all of your best scores! What we need from you is a list of these scores, along with your name, age (don't be shy!), address and a photo of each score. We need your age especially, since we base our choice not only on the score but also the achievement level! And how about some parent/kid combinations? We know that there are loads of Mums and Dads playing after hours - why not compare your scores with the younger generation (no cheating, now!).

Scores of Fun, Club Nintendo, PO Box 104, Fareham, Hants, PO16 8UR, England.

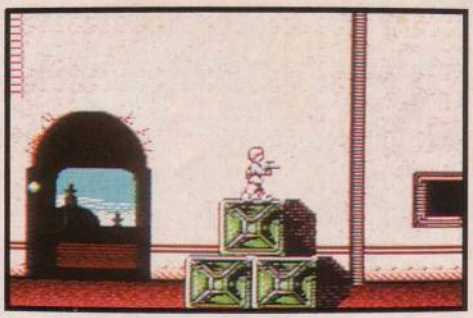
Top Ten

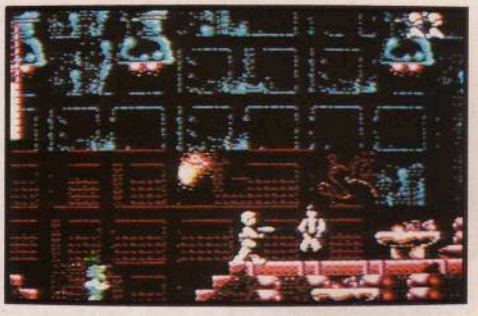
1 SUPER MARIO BROS 2
2 SUPER MARIO BROS
3 TMHT
4 LEGEND OF ZELDA
5 ADVENTURE OF LINK
6 DOUBLE DRAGON 2
7 MEGA MAN 2
8 SIMONS QUEST
9 BATMAN
10 FAXANADU

Luigi's drawn the office sweepstake on Super Mario Bros 3, topping the charts in our New Year issue, so he's looking to your votes to help him win! Mario's drawn the current chart-topper, SMB2, which may somehow hold off his latest adventure - who knows, maybe all three will hang on the top slots?! As for me, well, I drew Excitebike, so I guess it's back to making the tea...

Get your votes in to the normal Club Nintendo address - list your top five games (in order of preference please!) and we will put them towards our exclusive Club Nintendo chart!

Sneak Peeks





The future starts here! Not only are Nintendo offering the hottest games imaginable at Christmas, they also have some real scorchers lined up for next year! As usual, the variety and depth of these games are second to none, and offer the best gameplay that money can buy - read on!

STAR WARS

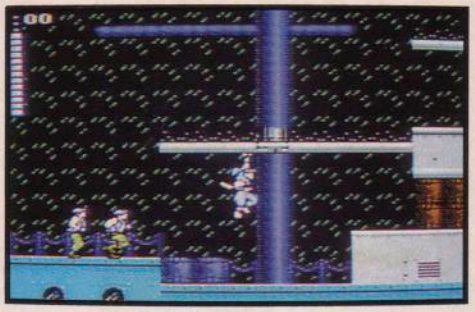
Hot from its US release comes "Star Wars", a highly acclaimed game-of-the-film that promises to be just as popular as the hit sci-fi movie!

Initially, you take control of Luke Skywalker, searching the desert for help and items. There are eight different locations to search, each one hiding all manner of strange creatures! Using his blaster to defend himself, Luke must find Obi-Wan Kenobi, and then Han Solo before blasting off in the Millenium Falcon for even more inter-galactic drama.

"Star Wars" is a huge film conversion featuring all of the main characters and much of the original plot. This game is going to be BIG - don't miss out!!

BLUE SHADOW

The next two-player action game to hit your screens is the remarkable "Blue Shadow." Not only does it offer intense simultaneous play but also some quite innovative ideas that make it both demanding and stimulating!



Using your martial arts skills, you (and a pal) have to battle past equally-powerful foes, a number of obstacles including giant cogs and snake-like pipes that whip themselves at you, as well as some ferocious weather! To help, both characters can use a variety of weapons, and also command great ability, allowing them to swing from pipes, haul themselves up on to platforms and dance around their foes!

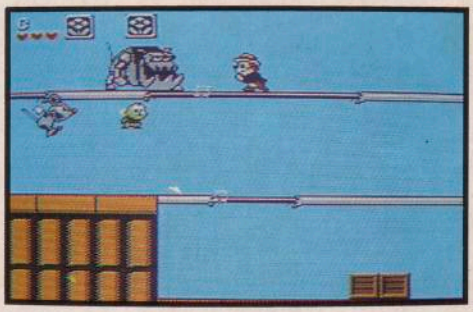
Plenty of levels and some quite outstanding gameplay make this something special!

MISSION IMPOSSIBLE

Palcom's latest game is a conversion of the cult TV show, "Mission Impossible", and it includes not only some amazing cosmetics but also a very large and quite profound gameplay!

Join up with your 3 agents as they travel far and wide searching for Dr O and his secretary. This adventure will take you across Europe, exploring the streets of Moscow for clues and information, battling agents in the sewers (beats New York!), ski-ing in Switzerland, and hurtling along the canals of Venice in a speed boat. There's more devious traps and plans in this game than in most other games put together, but that's part of its appeal - a very demanding, but ultimately, an absolutely fantastic game - check out our review in our New Year issue!

RESCUE RANGERS



Chip 'n' Dale are here! They have joined up with their three friends to put to an end the fat cats nasty and selfish plans!

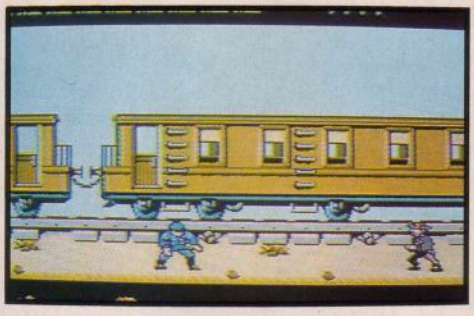
Great cartoon-style fun awaits as you take the Rescue Rangers through level after level of miniature mayhem. Use crates and boxes to beat off attackers, scramble up pipes and platforms, and use all manner of items to earn yourself a safe passage through! Fantastic graphics and fantastic gameplay make this a real winner!

MANIAC MANSION

Prepare yourself for an all new gameplay experience as you take on the oddball family and strange devices of the "Maniac Mansion"!

In this extraordinary game, you take control of a bunch of characters searching for their friend who has been kidnapped by a mad scientist. It's much like controlling a story, with a whole number of plots and scenarios. Use each character's skills to perform certain tasks to help rescue their friend, but you'll need to be careful of the family that wander around the house!

We'll do proper justice to "Maniac Mansion" in our next issue - you'll be amazed by it's sheer size, humour and unbelievable quality!



NORTH AND SOUTH

Our next issue is going to be quite a history lesson. Not only do we have "Defender of the Crown" (a little fictitious maybe!), but now we are also offering the American civil war in the guise of "North and South"!

Choose your side from either the Union or the Confederate, and then play what is actually a very close simulation of the strategic circumstances of the real thing. Control your armies as they enter battle, storm fortresses, rob trains and build up your troops as you attempt to see off your assailants. Two players can battle it out for supremacy, adding even more spice to an already engaging game!

DRAGON'S LAIR

Enter the realms of "Dragon's Lair" as Dirk the Daring, bold adventurer and the only one brave (or foolish enough) to take up the quest!

The idea is to guide Dirk past the different stages of the Dragon's domain. Destroy the serpent guarding the drawbridge, and then it's a matter of dodging boulders, slipping under snakes, destroying ghosts and riding falling platforms in an attempt to reach the daunting Dragon. Plenty of fiendish traps and horrific monsters lie in wait - you will really need to be on your toes for this one!

SWORD AND SERPENTS

Just the mention of the terrible serpent makes even the bravest men tremble. This vile monster lurks deep below the ground in a gigantic lair, and only appears at night when he brings death and destruction to the land. Nobody dared stand in his way - until now - four brave adventurers have decided to fight the monster on its own turf, and rid the land of this loathsome beast once and for all...

Up to four players can join the frenetic role playing action, taking on the gruesome creatures of the lair, and fighting it out for the magical items. Sixteen levels await you, each one pitting you against some if the most baffling traps and puzzles around!

The depth of "Swords and Serpents" is staggering. Each character has their own attributes, there is a whole army of different monsters, a great combat system, plenty of items and a whole lot more besides. It's certainly had us playing well into the twilight hours - find out how we fared in the next issue!

Mailbag

The Editor,
Club Nintendo,
P.O. Box 104,
Fareham,
Hants,
PO16 8UR

Mario post

To Mario
What a shock I had today,
When the Postman knocked on my door;
I opened up, and he said, "Good Day",
I've got a parcel for you to sign for.

I thought: Now where's this come from?
I haven't ordered this;
But when I opened the parcel up,
My heart went all of a tiz!!!

How kind you were to send it,
And very thoughtful too;
There's not as lot like you about,
And, believe me, that is true!

I really love these games you know,
They keep your mind alert;
How on earth, do you think them up,
You are clever, that's a cert.

I bought another this weekend,
It's called "Snake, Rattle N' Roll";
My eyes are going round the bends,
While my feet do "Rock and Roll".

Donkey Kong and Paper Boy,
Are two I'd like to get;
I've been to Dixons and Rumbelows,
But they haven't got them yet.

I had to laugh the other day,
When to Rumbelows I went;
He didn't seem amused at all,
When I mentioned this poem I'd sent.

Well, I'll have to go now folks,
And get my husband's tea;
Then I'll put the television on,
And it's "Ice Breakers" for me.

Thank you so much,
Barbara Jones (Mrs), aged 60 years

Dear Mario
Thank you very much for all my Club Nintendo magazines, they're absolutely great. I also love all the Nintendo gear and I hope to get some for Christmas.

My three year old sister loves playing Super Mario Bros 2 but unfortunately she can't get very far, maybe you could invent a Super Baby Mario Bros for little people. I have reached Wart several times but although I have tried to make him eat vegetables I have been unsuccessful in killing him, do you have any tips?

Yours sincerely,

Mark Trefgarne (age 9 1/2)

Dear Mark
Sorry to hear you're have trouble defeating Wart, I know just how you feel. Our Hotliners can help you ..... give them a call !!!

Dear Sir/Madam
Last month after saving for a long time I purchased a Game Boy. Everything was fine, I took it everywhere until Friday 13th September, just my luck, I fell off my bicycle and my Game Boy had broken.

My Dad can normally mend the things that I break, but, this time he cannot. The only thing that has broken is the Liquid Crystal Display, otherwise the machine works o.k. Can you please tell me if it is repairable and how much it will cost. I have enclosed a S.A.E.
Yours sincerely,

Andrew Mills

Dear Andrew
Luigi and I stay indoors on all Friday 13th's and play Nintendo just to be on the safe side.

We have a repair centre that can mend your Game Boy, you just have to package it up and send to us recorded delivery at the following address:-

Bandai UK Limited
Warehouse 1
Fareham Heights
Fareham
Hants
PO16 8XB

You will be advised by return the cost of the repair.

Dear Editor
My name is Valerie Moore and I am 14 years old. I regularly receive an issue of club Nintendo and I enjoy reading it very much. But to my disappointment I see that all of your licence masters are from England. There are alot of Irish Nintendo owners so please could you arrange that Irish kids like myself can become licence masters. Also please could you arrange competitions over here. I would be very grateful if you would reply in a letter or of course in the next great issue of Club Nintendo.
Regards and Best Wishes

Valerie Moore

Dear Valerie
In reply to your letter regarding "Licence Masters", these were discontinued in December 90. We are however thinking of offering a new challenge to our Club Nintendo members in the new year, which of course will include our Irish players, girls and boys alike.

Regards Mario

Dear Club Nintendo
I would just like to say that I'm pleased with all the racing and football game releases. When I joined Club Nintendo there was just one football game (Soccer) and two racing games (Rad Racer and RC Pro-Am). I've included a rap about Nintendo.
Keep up the good work.
Gareth Gibson

Nintendo Rap

Mario and the guys,
Work till they meet people's eyes;
The best of games like Faxanadu,
Comes with the Arcade of Gauntlet II.
Sporty people might like Goal,
Or Baseball that you'll need to bowl,
So get your Nintendo down the shop,
Other game systems are a flop!

Membership Prize Draw

On the address label of your envelope is your membership number, if it's the same as the one printed below you've won a prize!!!

GB0010057

Club Nintendo NEWS

CONSUMER ADVICE

PLEASE ENSURE THAT YOU ONLY BUY UK HARDWARE AND SOFTWARE FOR NES SYSTEMS, FOREIGN HARDWARE AND SOFTWARE MAY NOT RUN ON THE UK TELEVISION SYSTEM.

Video Competition

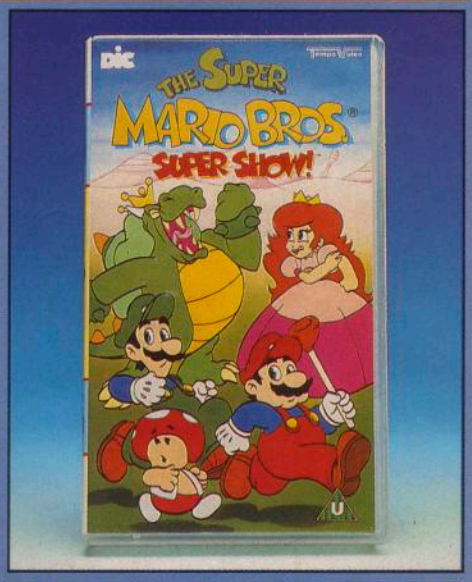
We've got 10 copies of the Super Mario Bros. video to give away in a great free competition for Club Nintendo Members.

Here's how to enter

On the Back of a sealed envelope write your name, address and membership number together with your answers to the following questions.

1. What is the name of the boxer character in Captain N?
2. What is the name of the land in which Zelda is set?
3. Who is holding the Princess captive in Super Mario Bros.?

and send it to: Video Competition, PO Box 104, Fareham, Hants,PO16 8UR.



All entries must be received by January 10th 1992, the winners will be announced in the March Edition of the Club Nintendo Magazine.

Even if you are not lucky enough to win one of these Videos, you'll find them on sale in most high street video shops, and every time you buy one, you can enter another great competition with these fantastic prizes!

3 Nintendo Game Systems
4 Muddy Fox Streetkid Mountain Bikes
4 Trendy Skateboards
A Lakeland experience adventure holiday (for 2)

Keep Looking out later in the year for more videos featuring your favourite Nintendo characters and if your video store hasn't got them in stock ask them to order them for you!

COMPETITION RULES

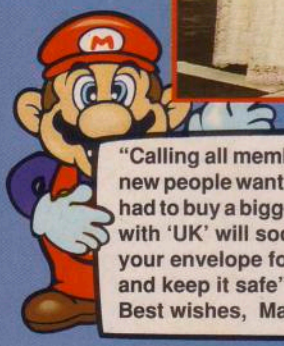
Competition open to all Club Nintendo members except for the Employees of Bandai UK Limited, and any other Companies involved in this promotion, including their families.

Winners will be those who have answered the questions correctly and are the first ten drawn from the sack. No cash alternatives to prizes. No correspondence can be entered into. Proof of posting will not be accepted as proof of receipt.

****No purchase necessary****

Videos kindly donated by Abbey Home Entertainments
Enquiries 071-372-0752

A Very Happy Christmas from Club Nintendo

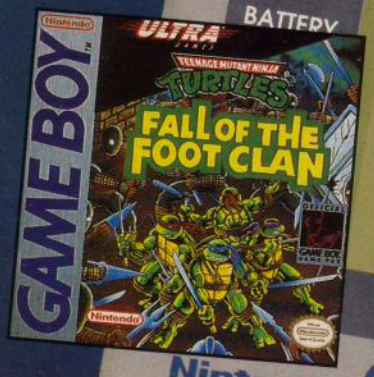


"Calling all members with a 'UK' number, there are so many new people wanting to join the exciting Club Nintendo we've had to buy a bigger computer so... All membership numbers with 'UK' will soon change to start with 'GB'. Please check your envelope for your new 'GB' number. Make a note of it and keep it safe"
Best wishes, Mario

ALL PHONE CALLS TO THE HOTLINE AND CLUB NINTENDO ARE CHARGED AT ORDINARY STD RATES

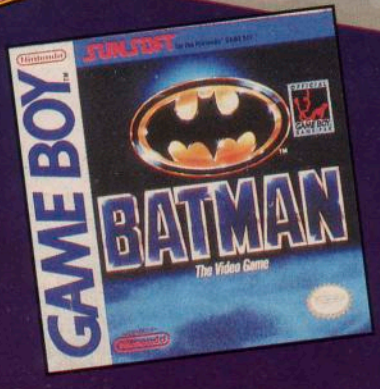
GAME BOY™

Today's Hits...



Nintendo GAME BOY

...Tomorrow's



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